



origami



I PICCOLI ANIMALI

di Alfredo Giunta

d'acqua



di terra



d'aria

Alfredo Giunta

Ediz. illustrata

Alfredo Giunta



I PICCOLI ANIMALI

di Alfredo Giunta

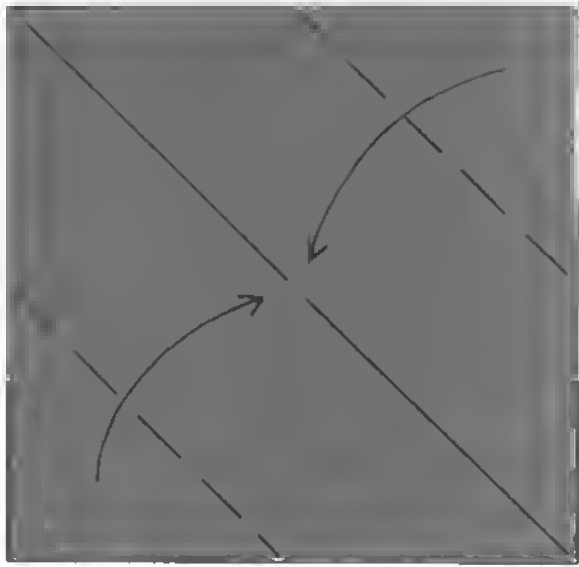
d'acqua di terra d'aria



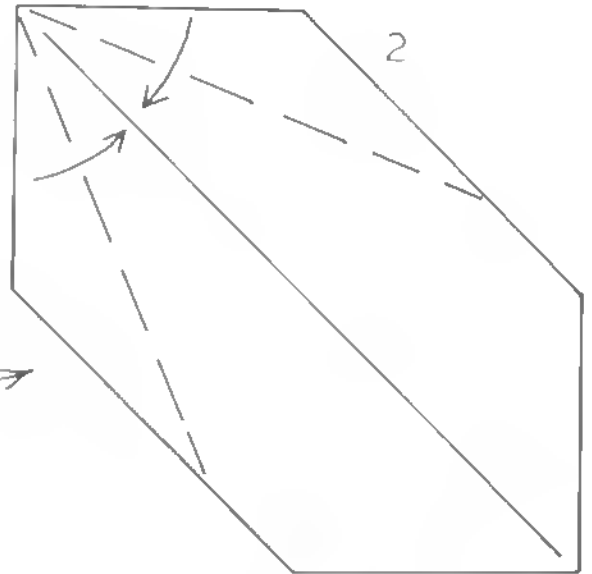
il Castello

CREATURE D'ACQUA

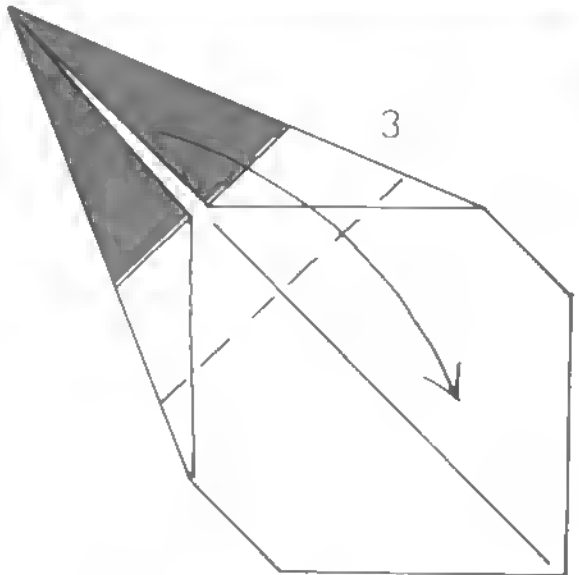
IL PESCE 1



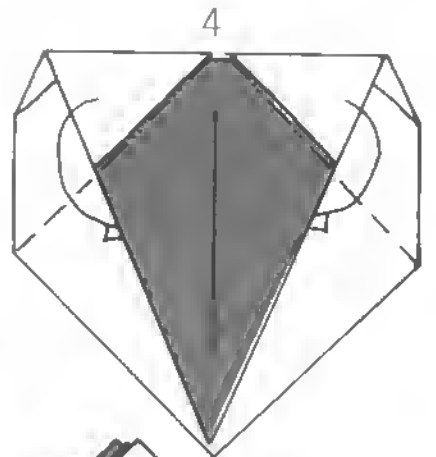
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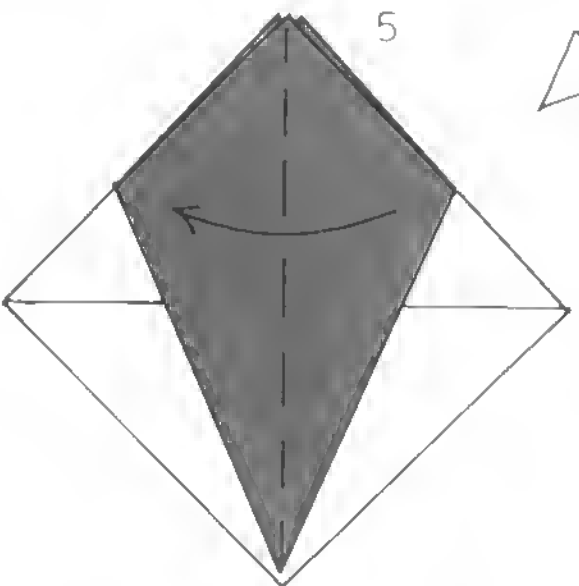
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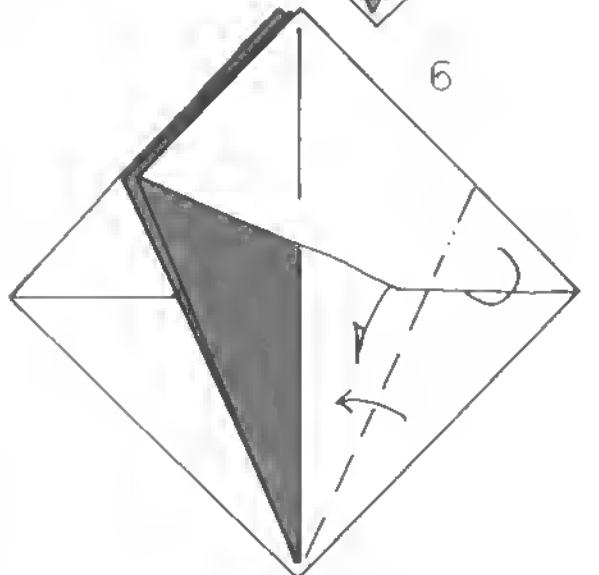
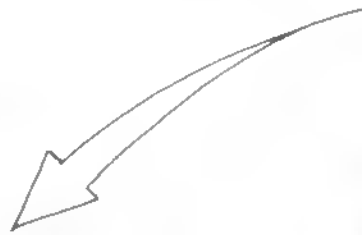
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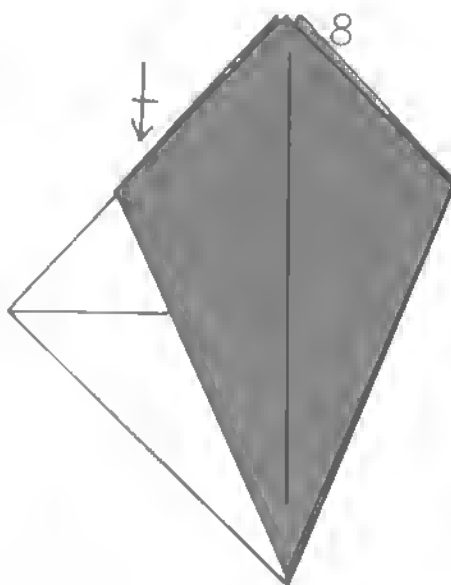
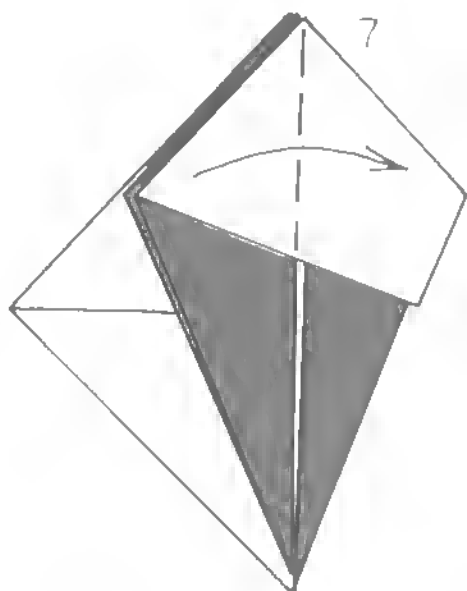
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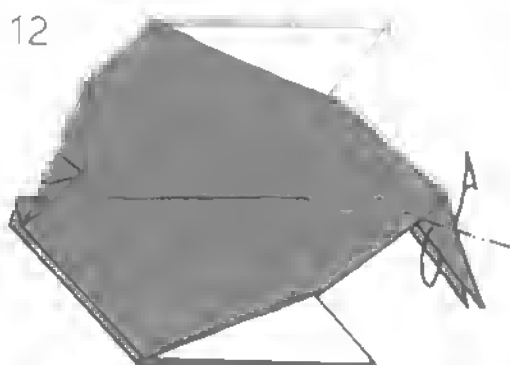
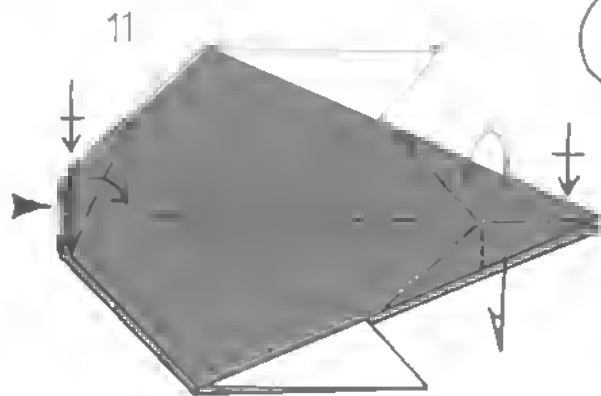
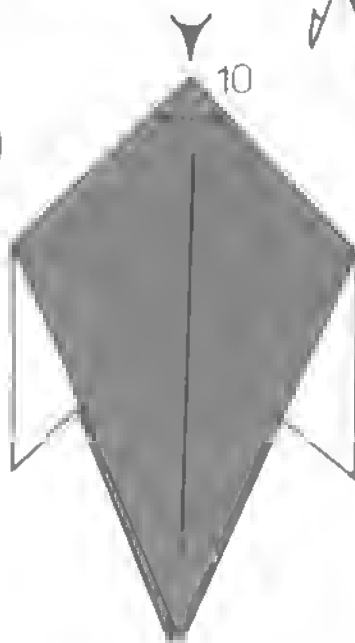
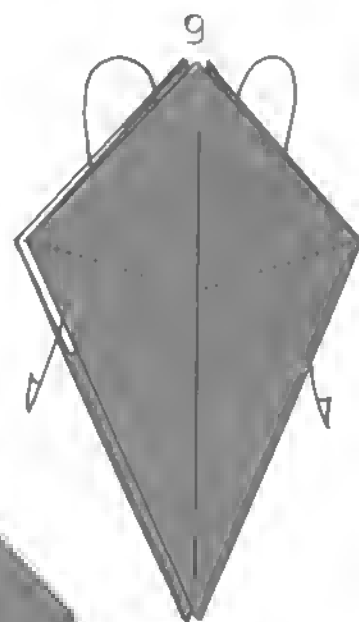
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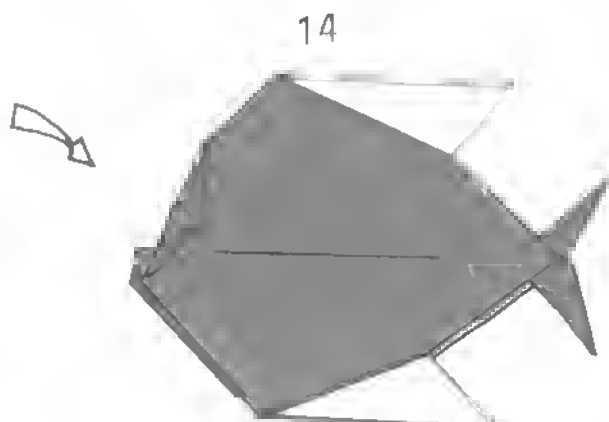
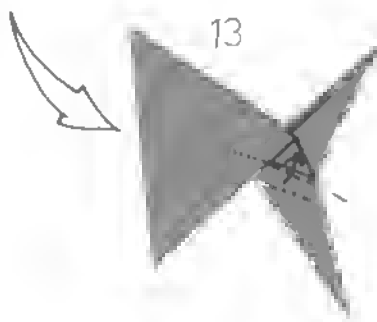
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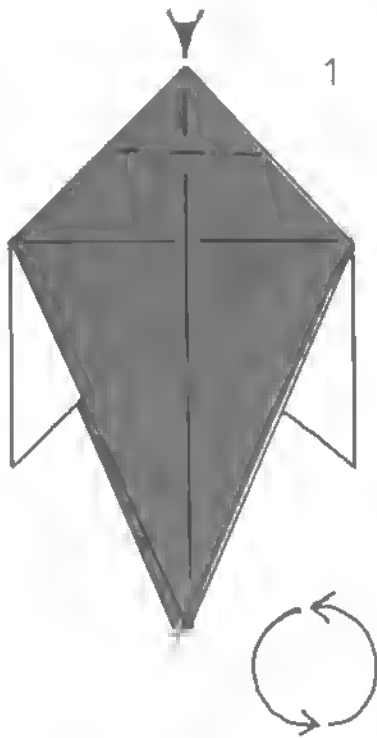
Ripetere per l'altro lato
dalla fig. 5 alla fig. 7



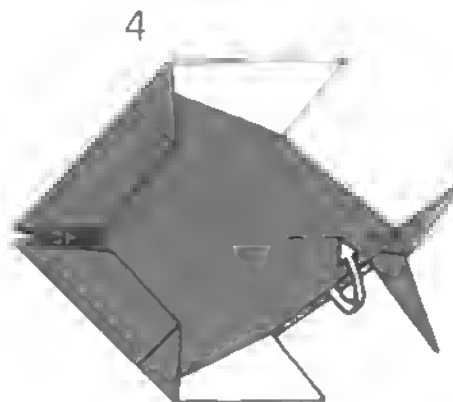
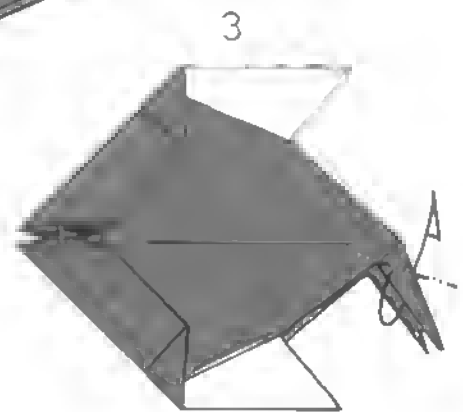
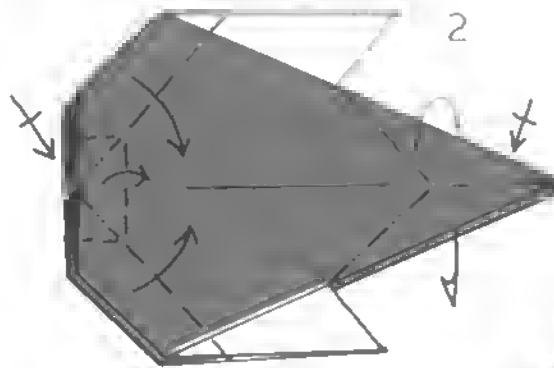
Questo modo di bloccare la coda può
essere applicato anche agli altri pesci
riportati in questo libro



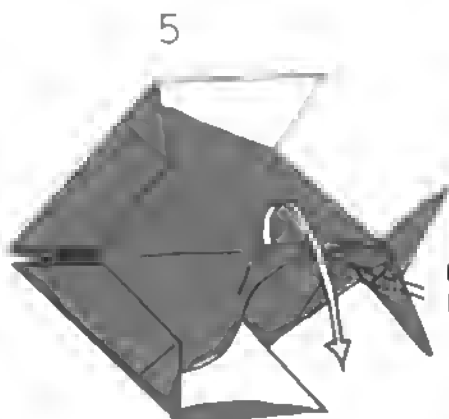
IL PESCE 2



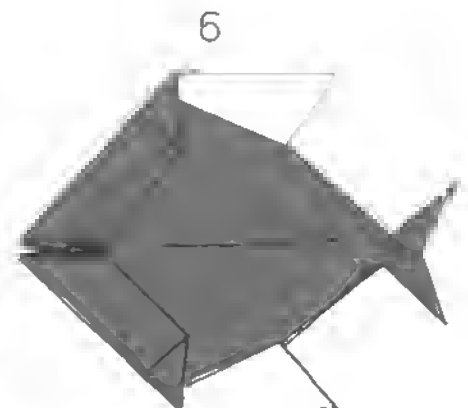
Iniziare dalla fig. 10 del modello precedente



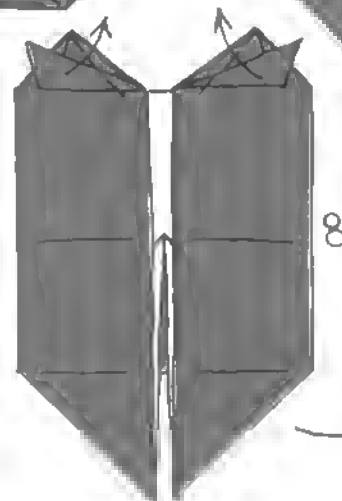
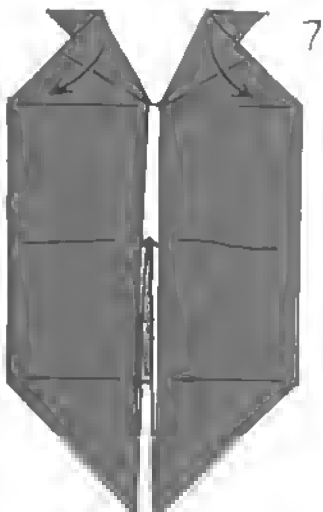
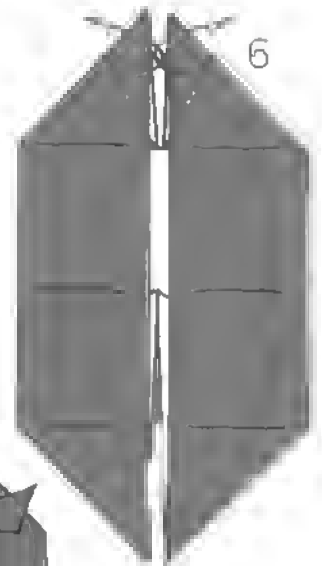
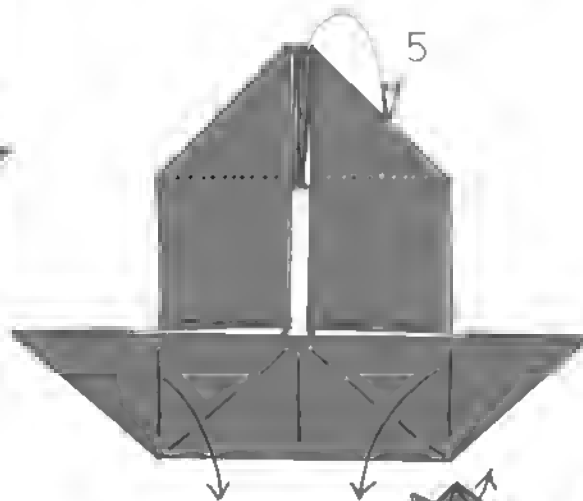
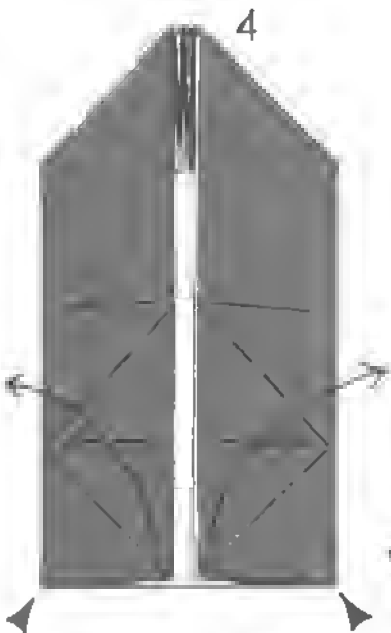
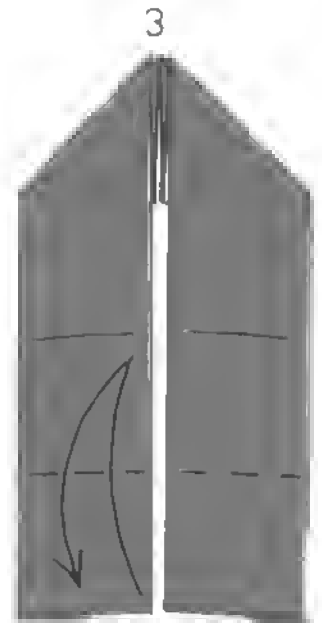
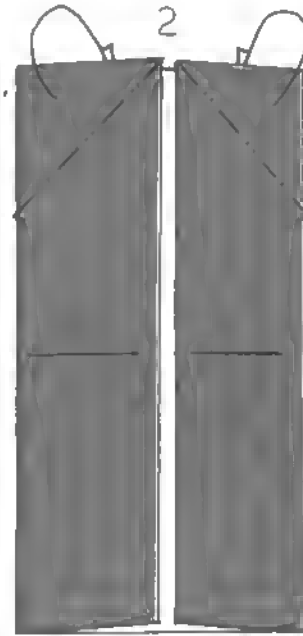
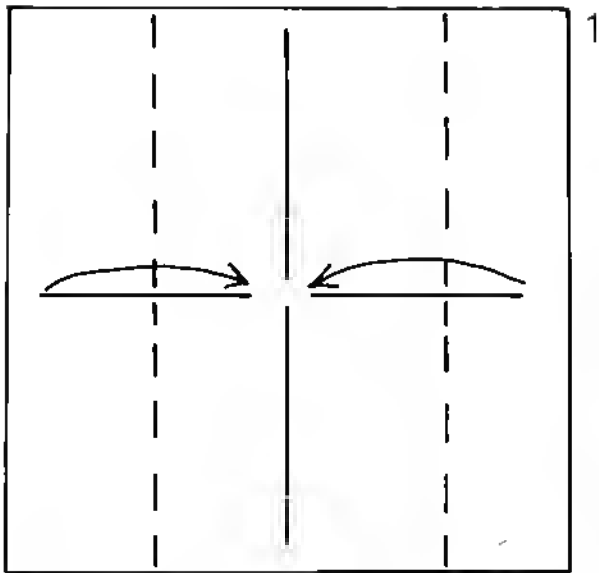
Sollevare il lembo del fianco senza schiacciare

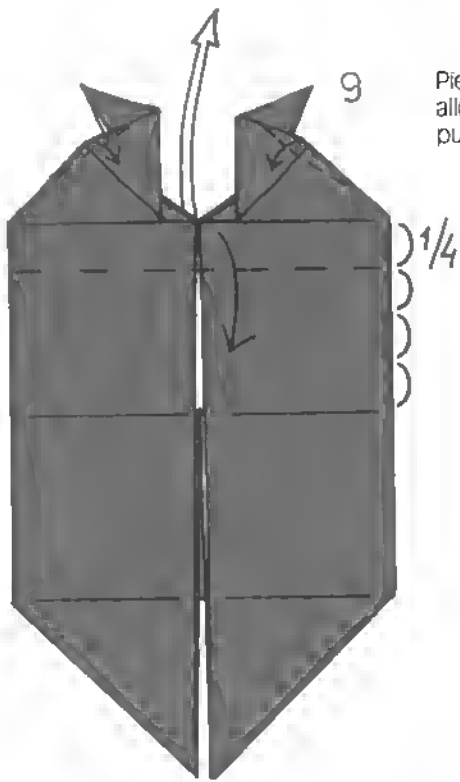


Bloccare la coda come nel modello precedente e riabbassare

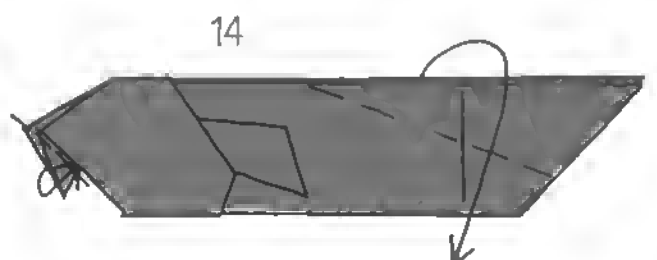
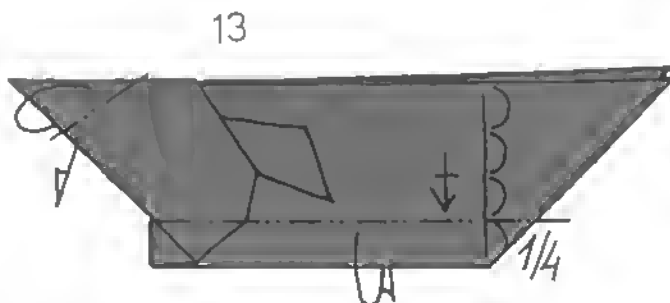
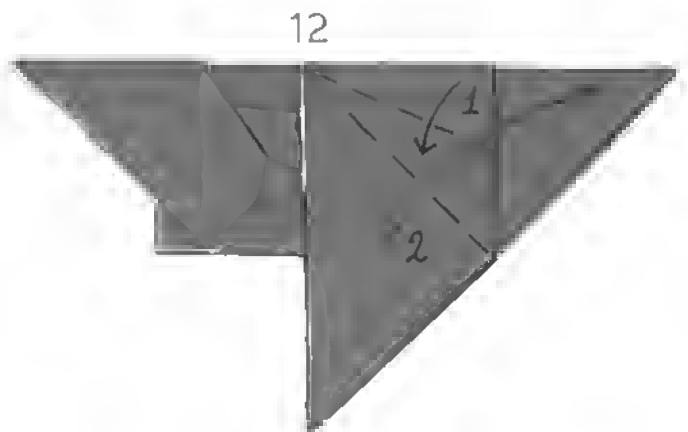
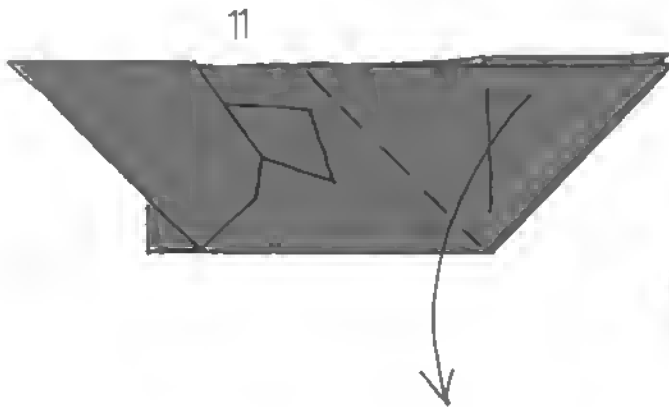
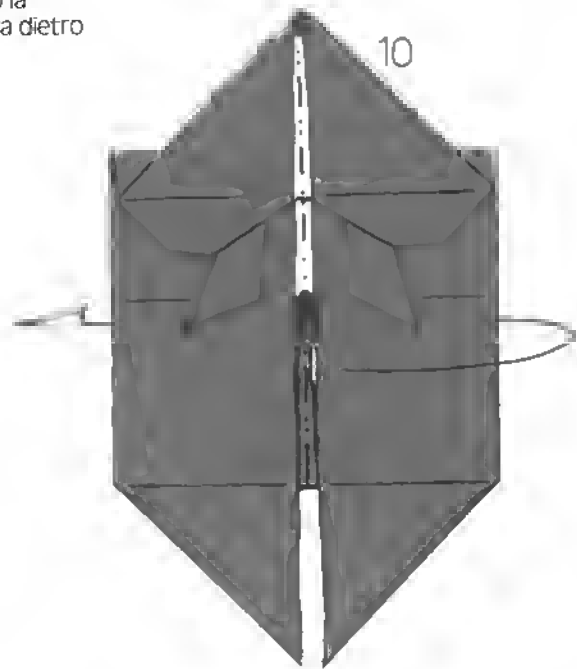


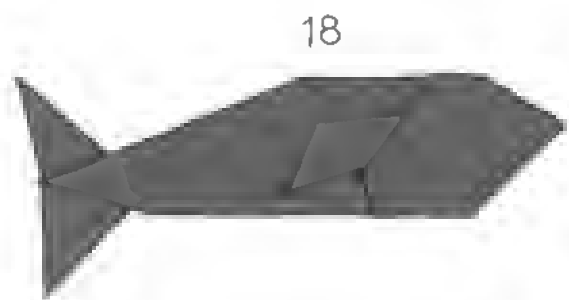
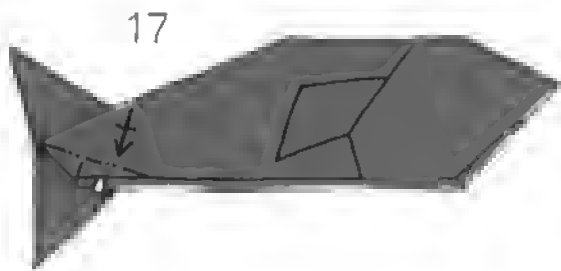
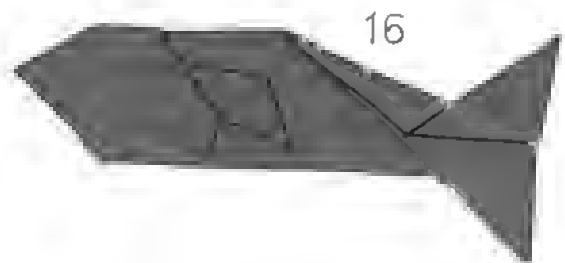
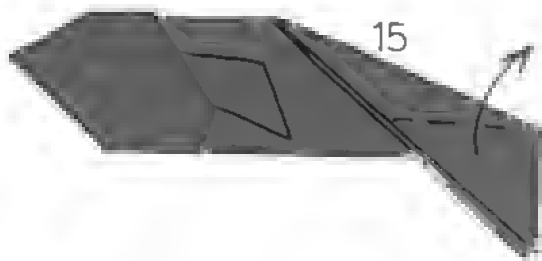
LA SARDINA



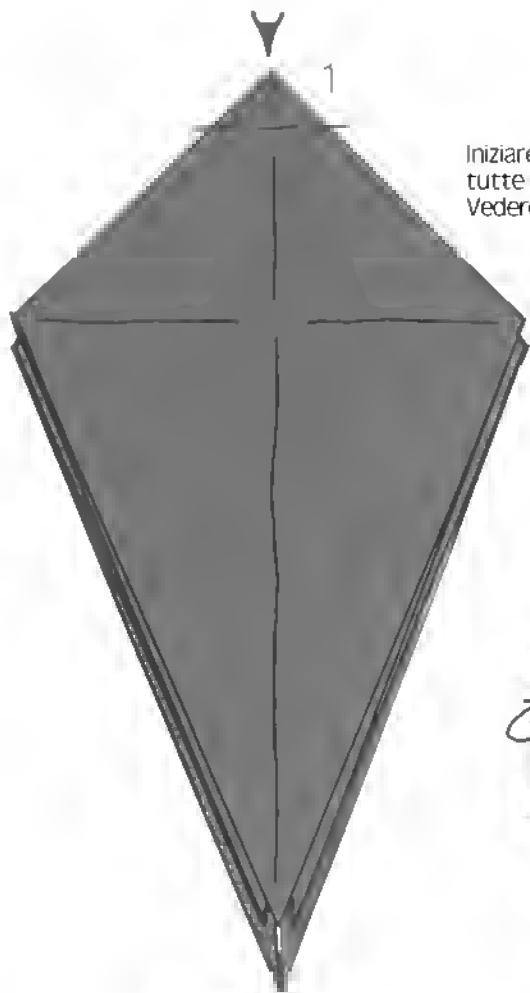


Piegare a valle alzando
allo stesso tempo la
punta che si trova dietro

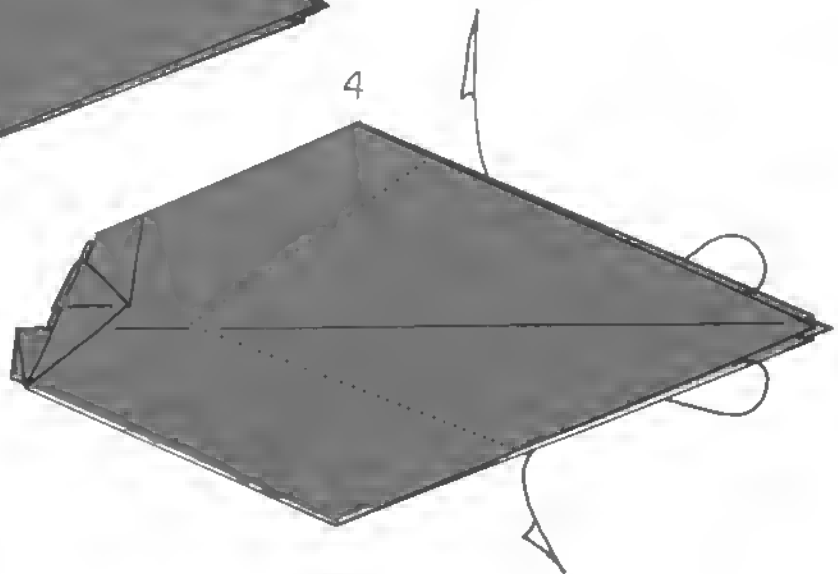
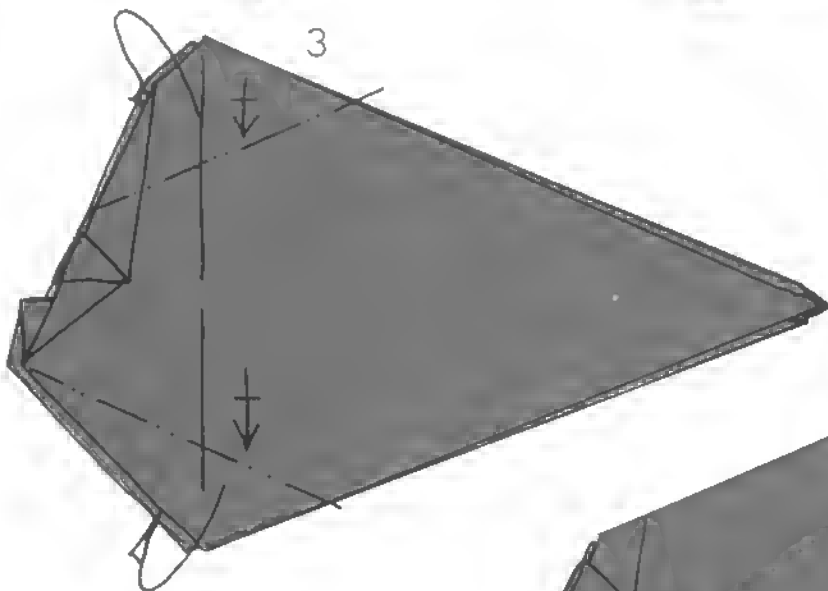
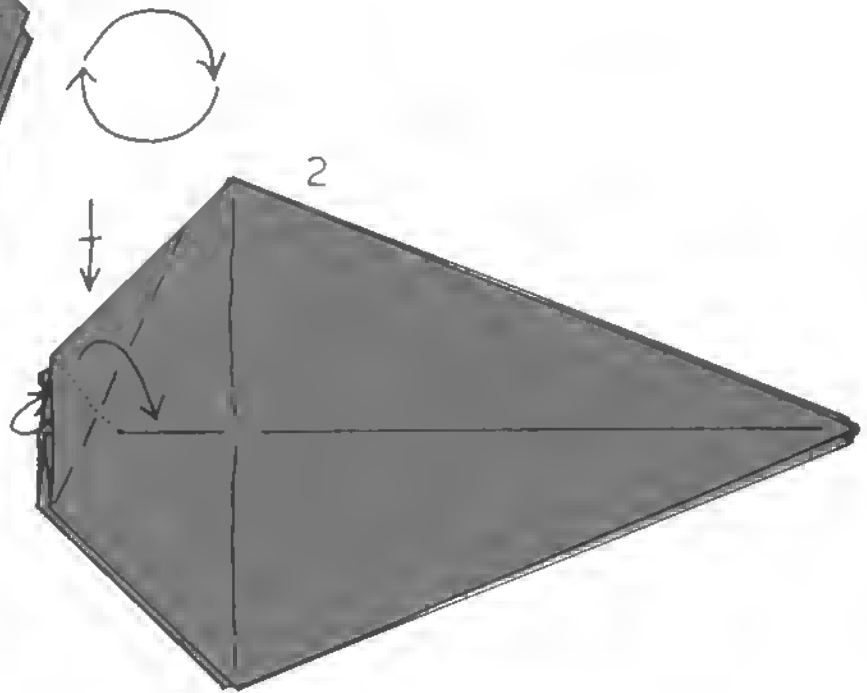


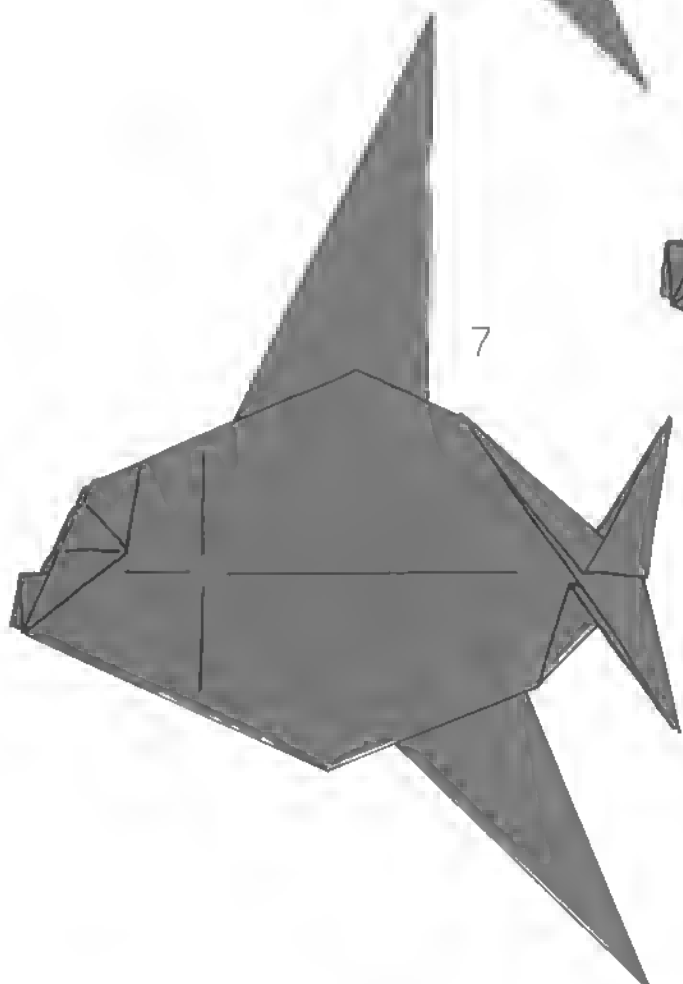
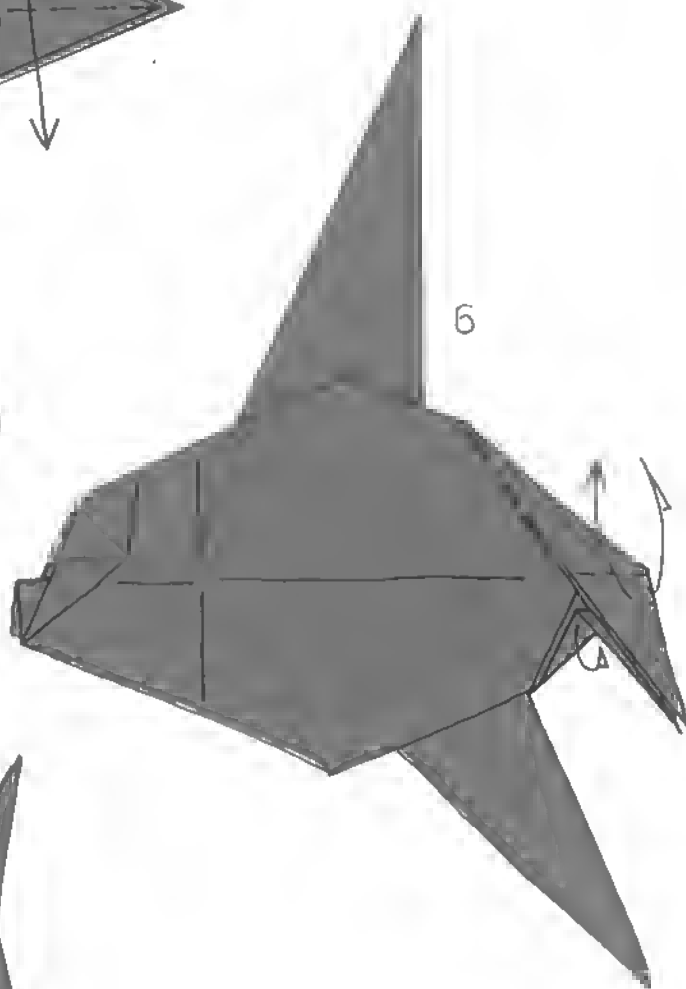
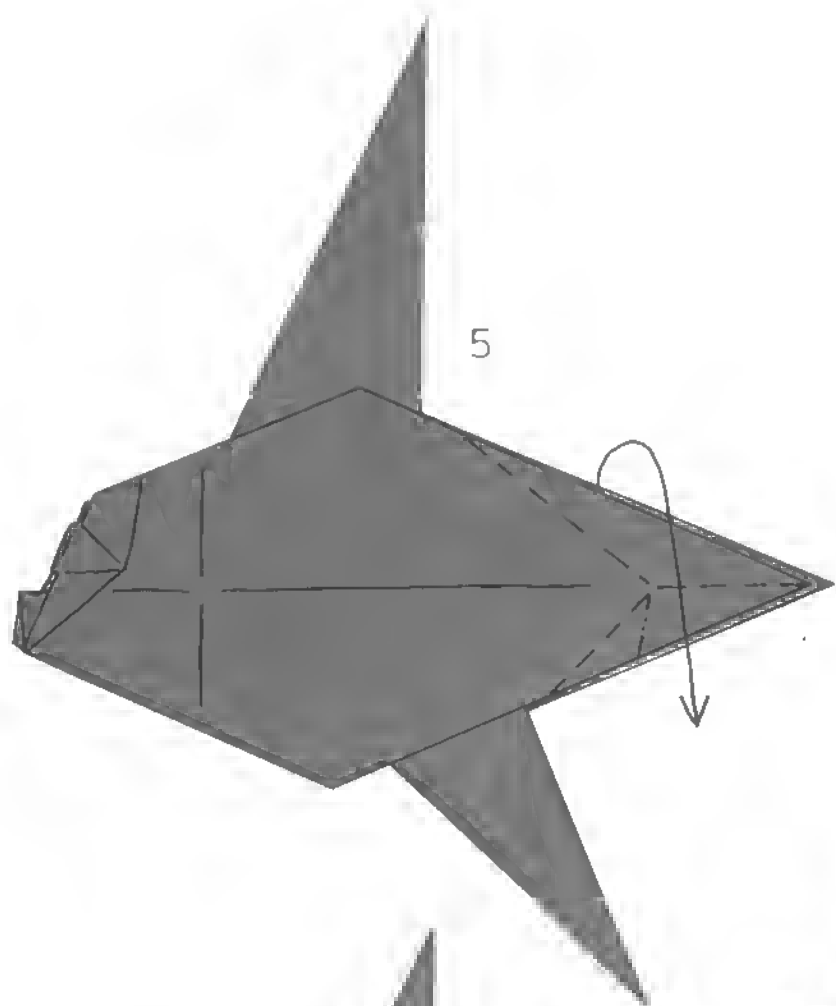


IL PESCE TROPICALE

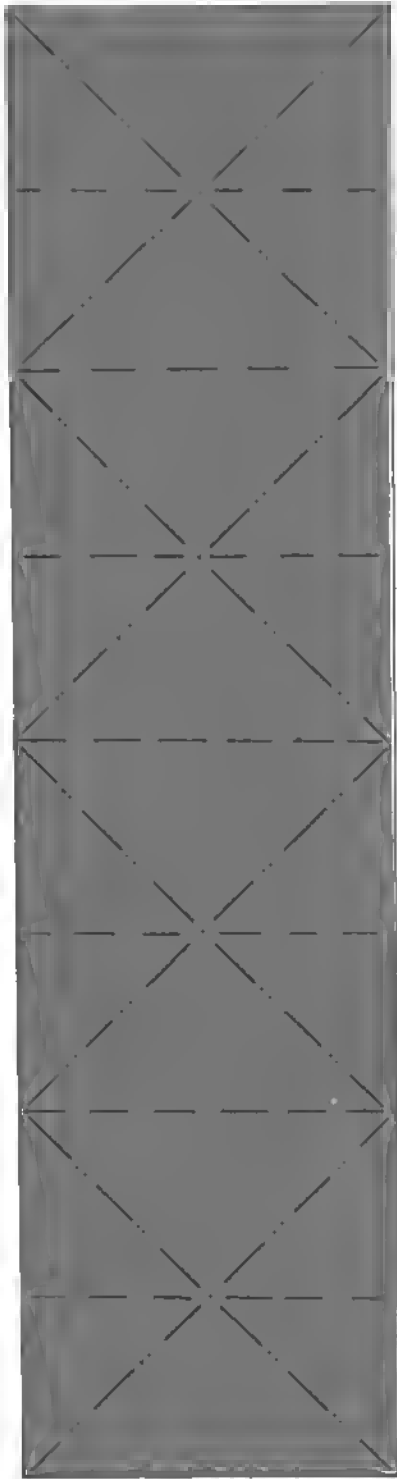


Iniziare con una base della gru con
tutte le punte in basso.
Vedere la fig. 5 di pag. 10



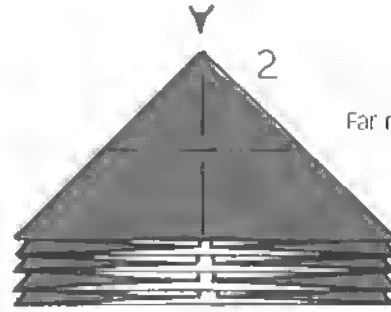


IL GRANCHIO



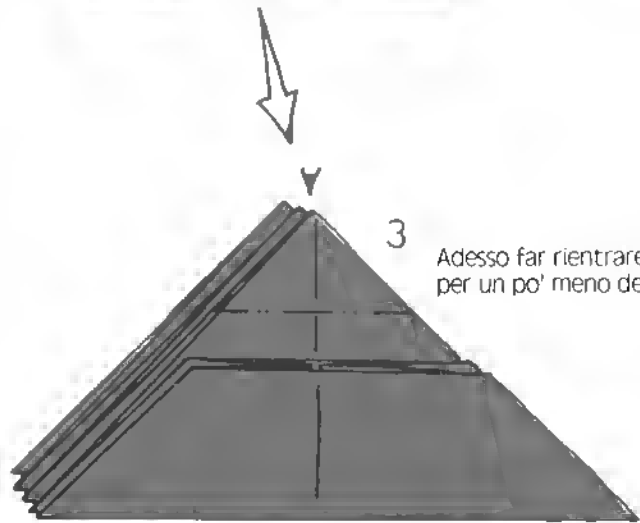
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Formare 4 basi triangolari



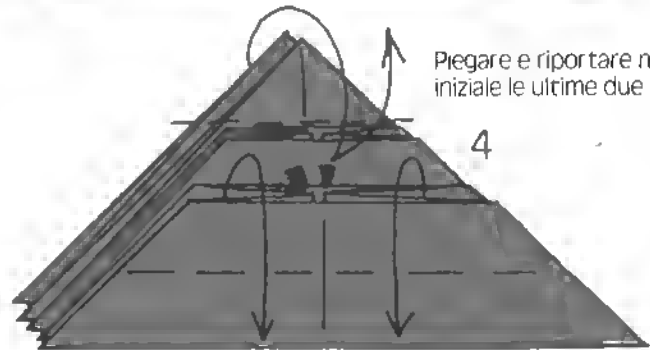
2

Far rientrare metà della prima punta



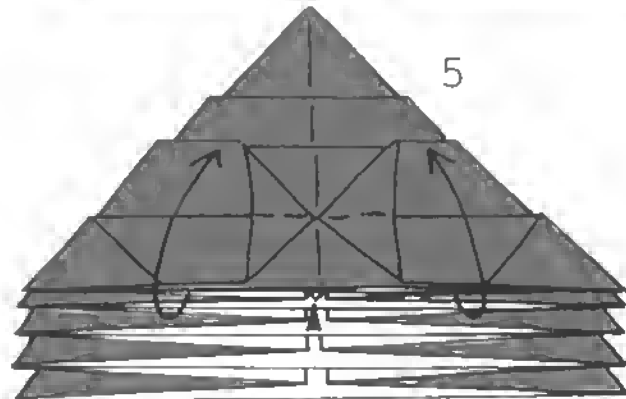
3

Adesso far rientrare la seconda punta per un po' meno della metà



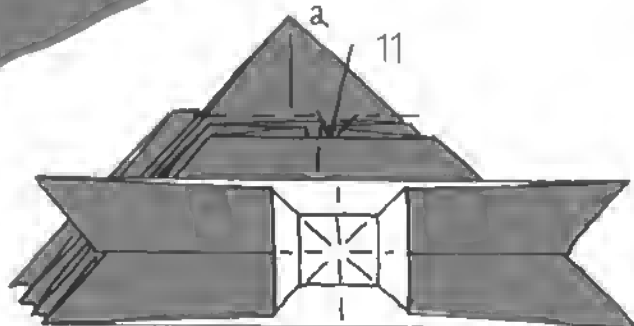
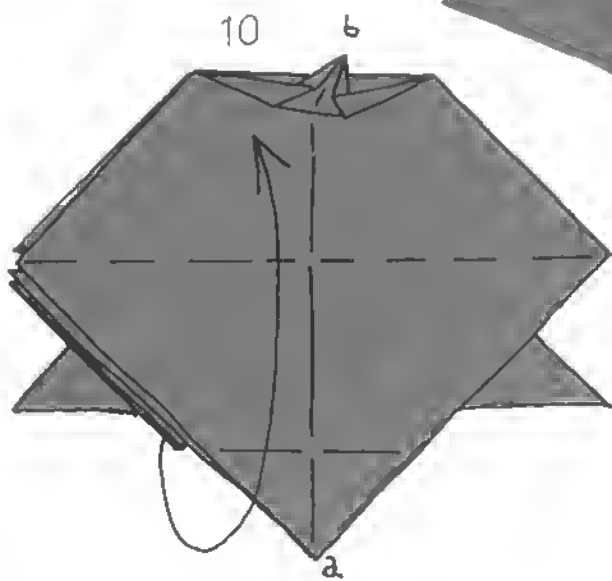
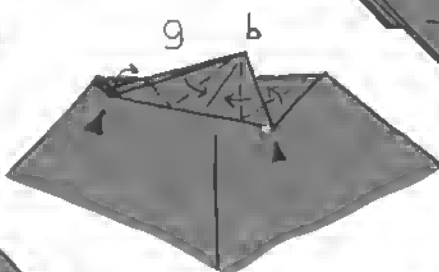
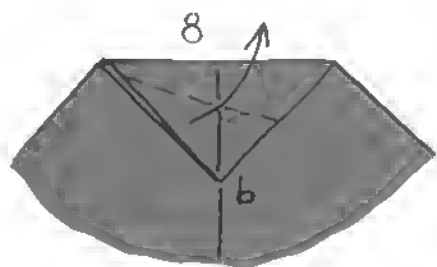
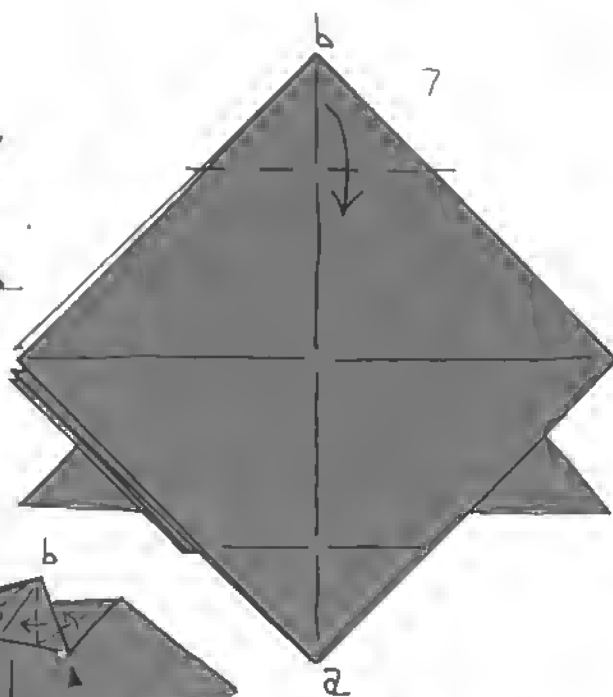
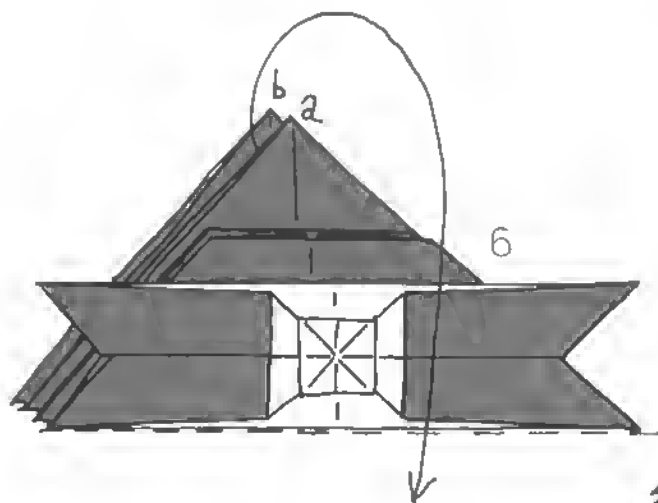
4

Piegare e riportare nella posizione iniziale le ultime due punte

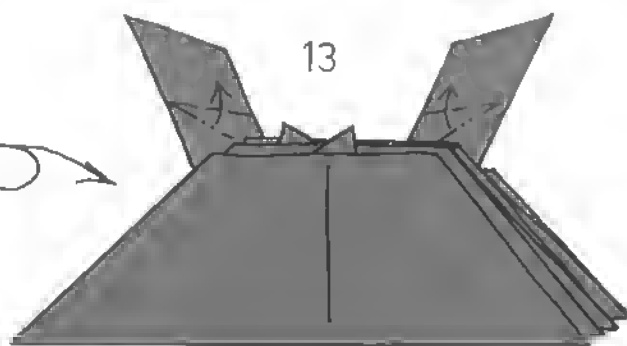
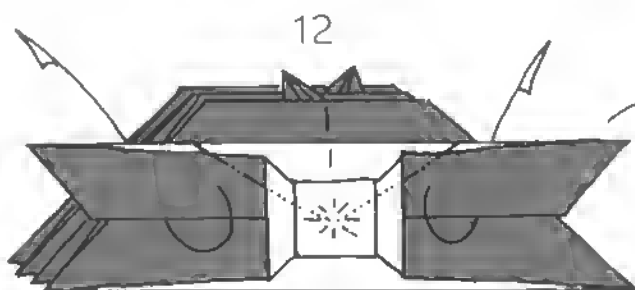


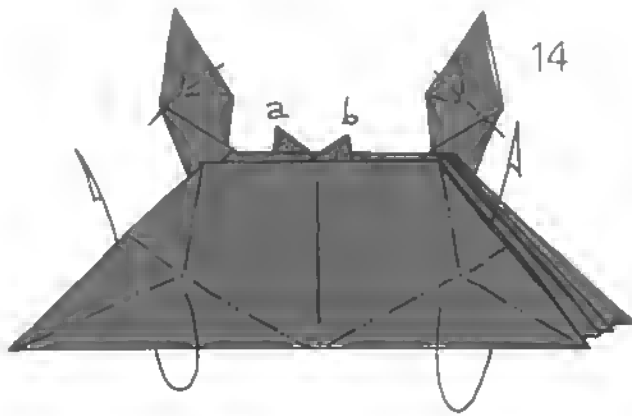
5

Piegare a valle e schiacciare la punta interna



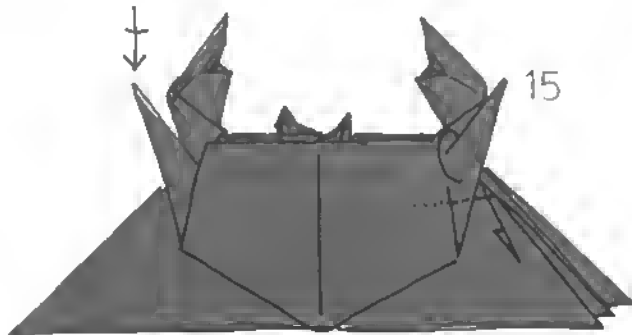
Ripetere per la punta (a) dalla fig. 7 alla fig. 10, dando una inclinazione al passaggio 8, verso sinistra anziché a destra, poi intascare dove indica la freccia



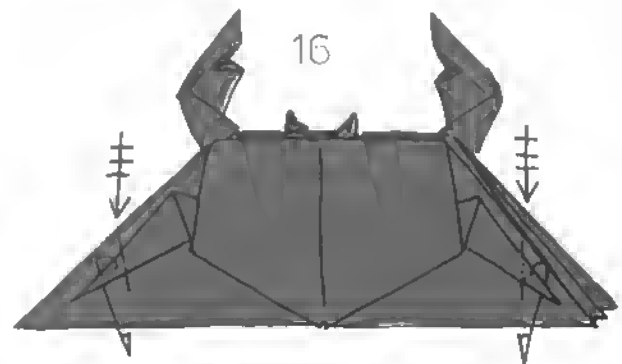


14

Pizzicare le punte (a) e (b) per formare gli occhi, piegare come segnato per formare le zampe e le chele

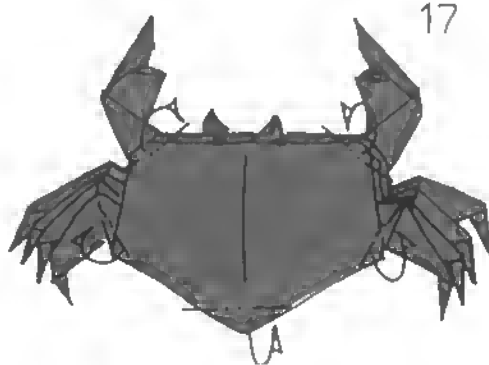


15



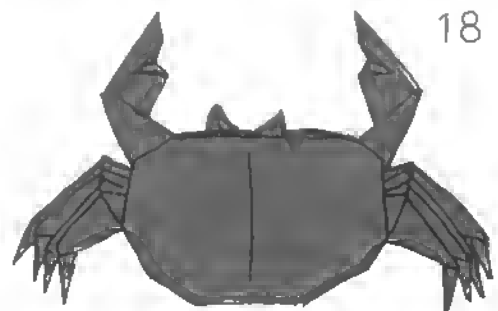
16

Ripetere le pieghe per formare le altre zampe



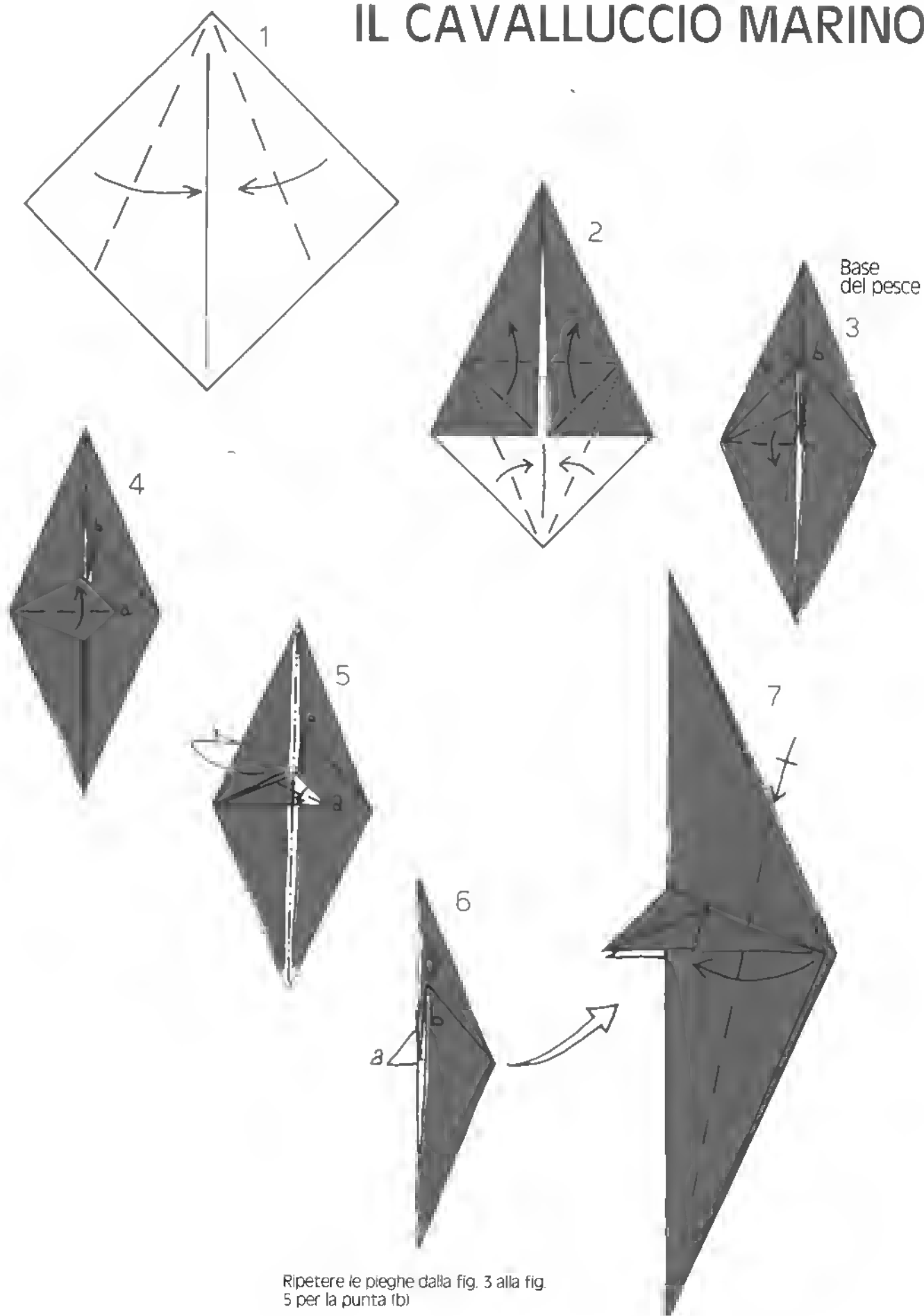
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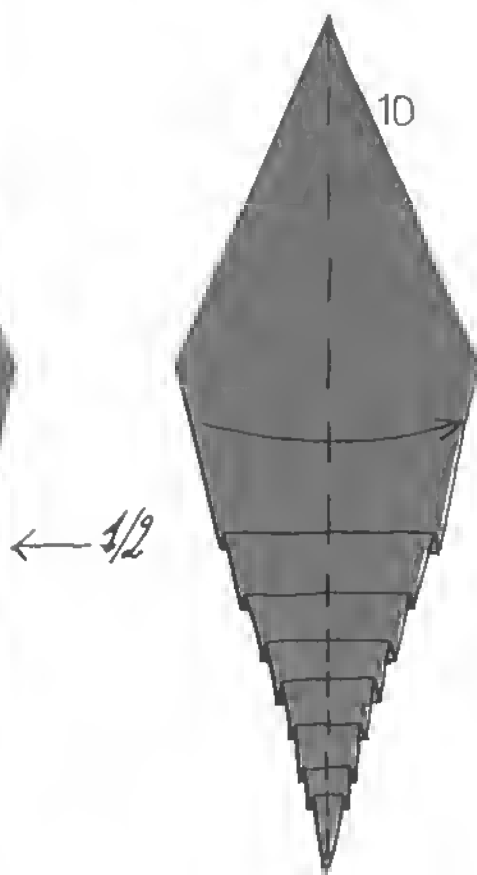
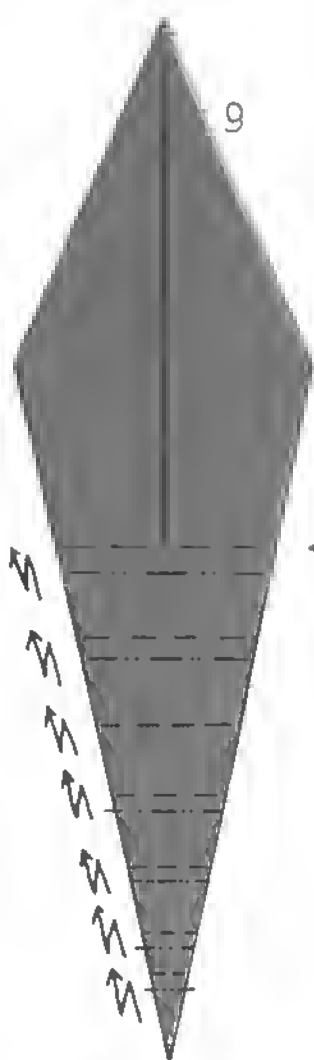
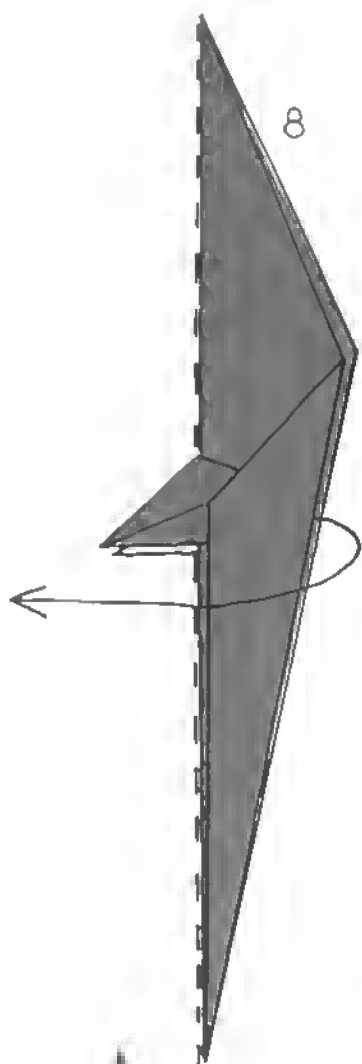
Arrotondare gli angoli del corpo



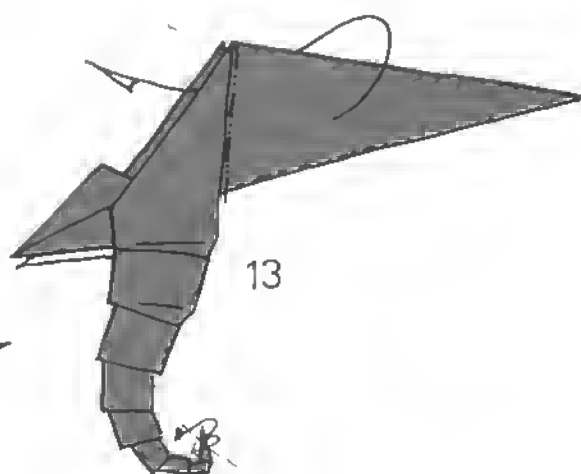
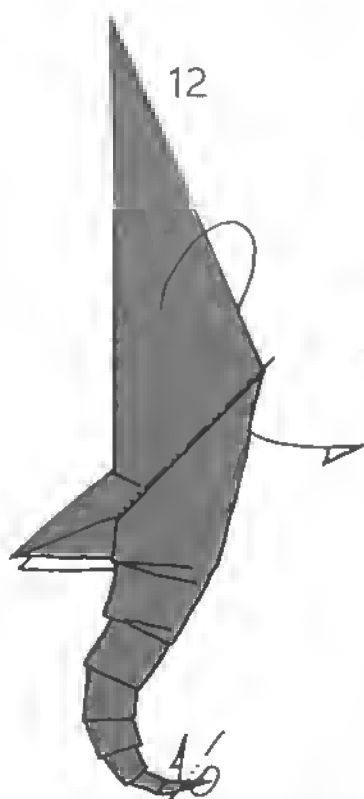
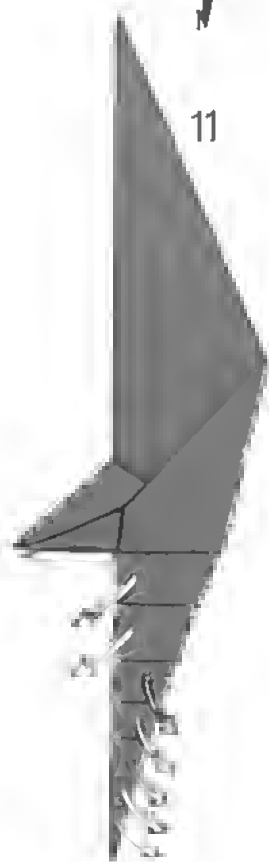
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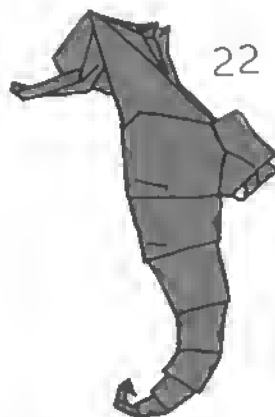
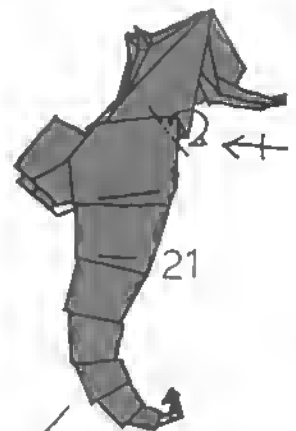
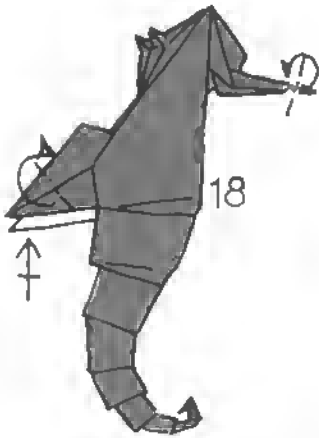
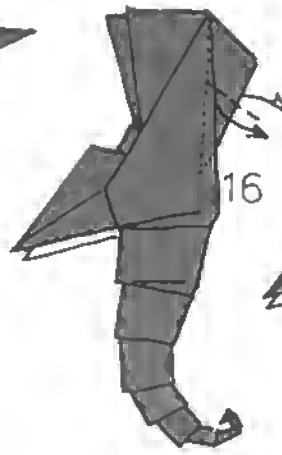
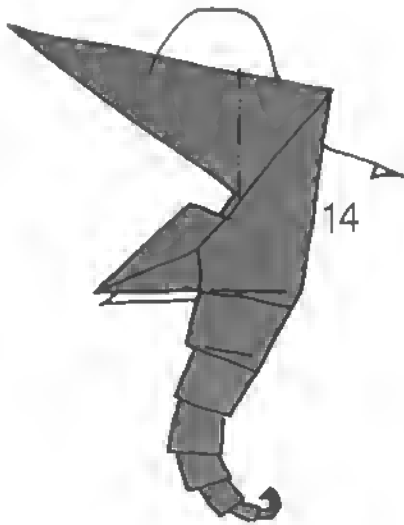
IL CAVALLUCCIO MARINO



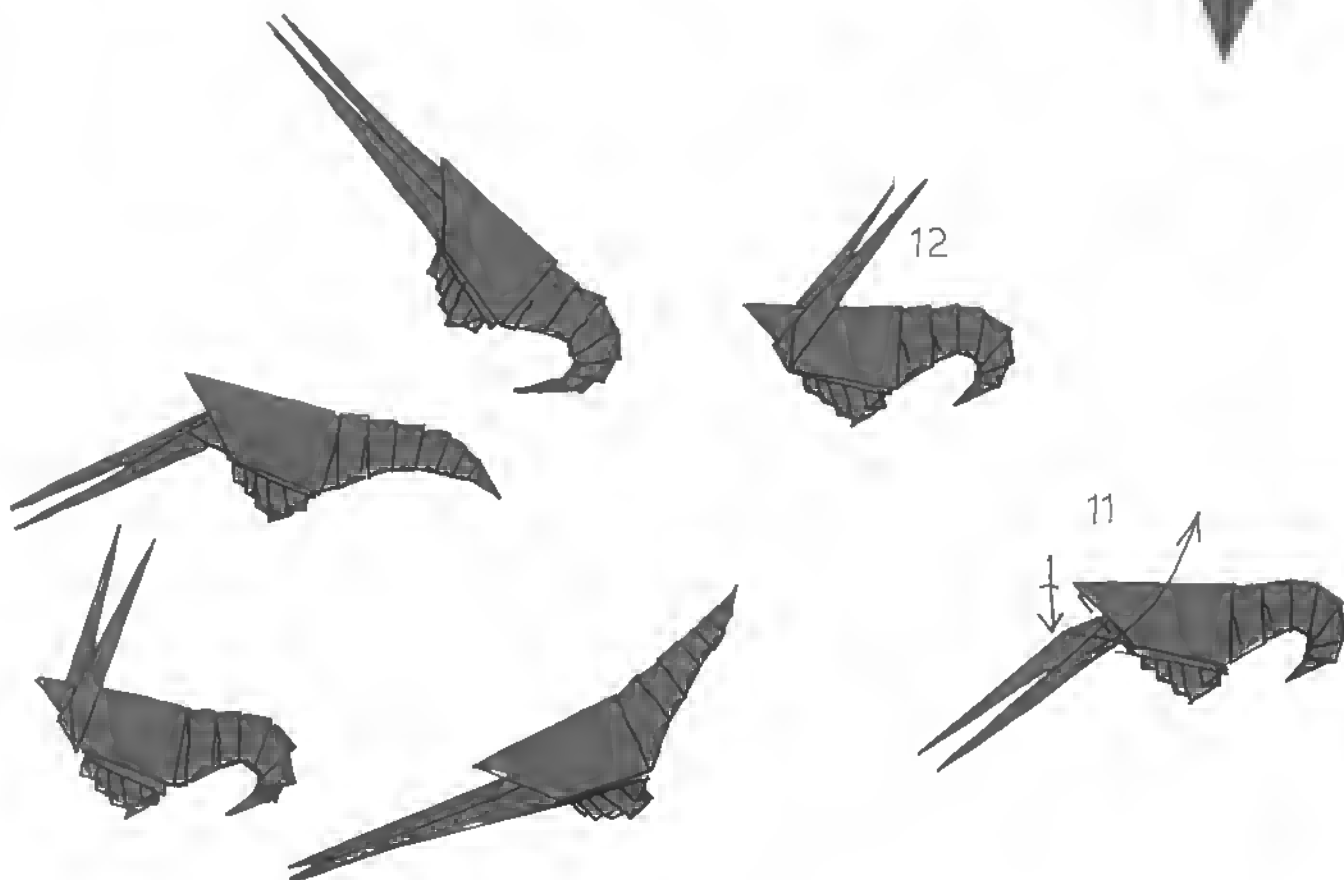
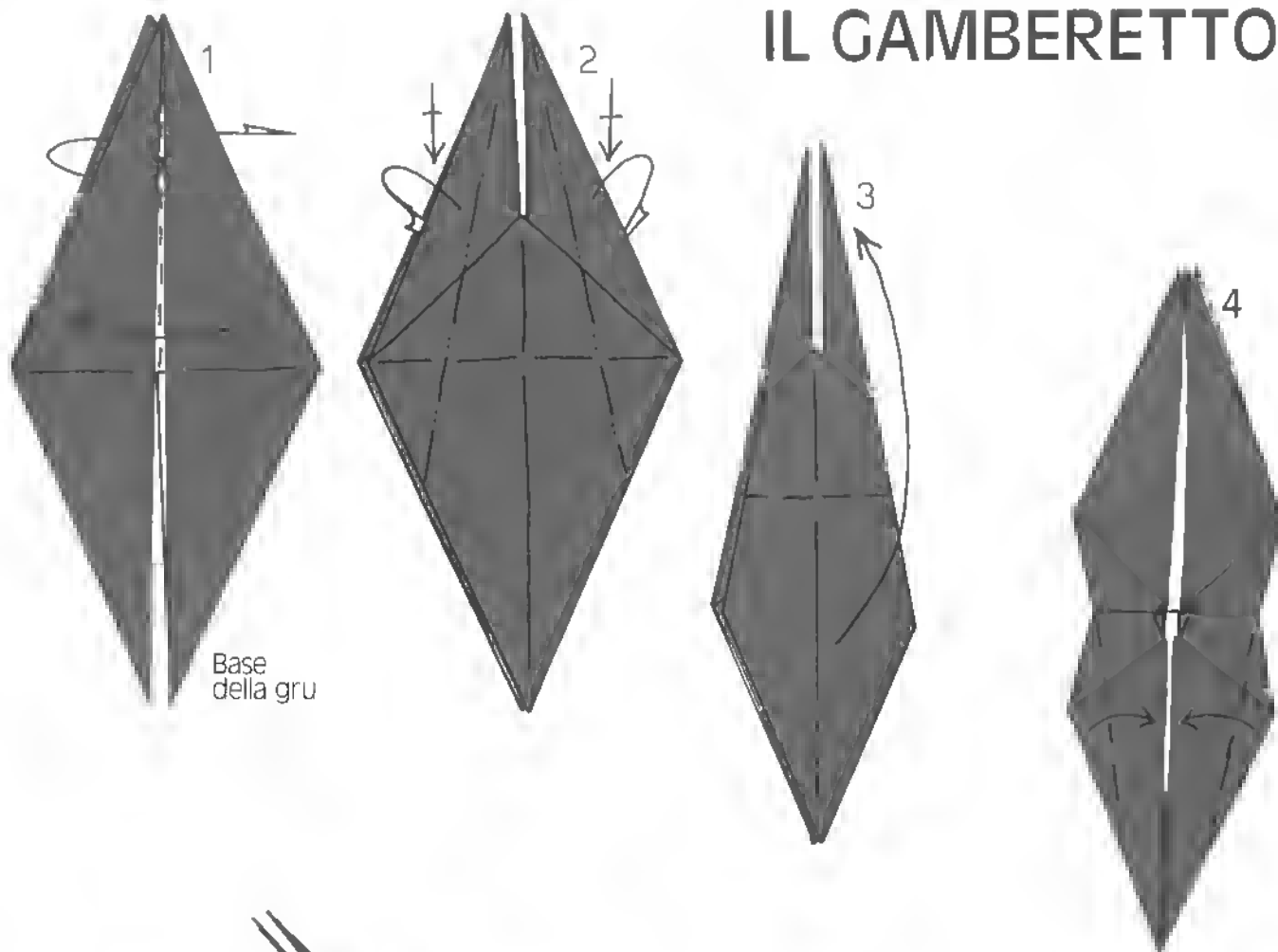


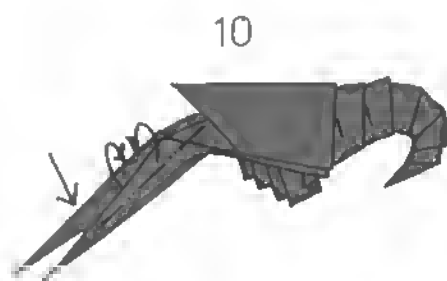
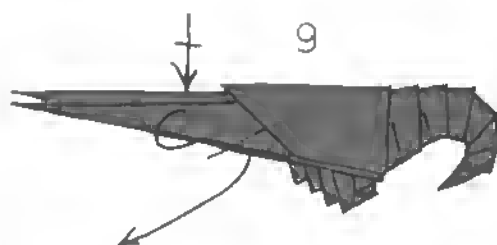
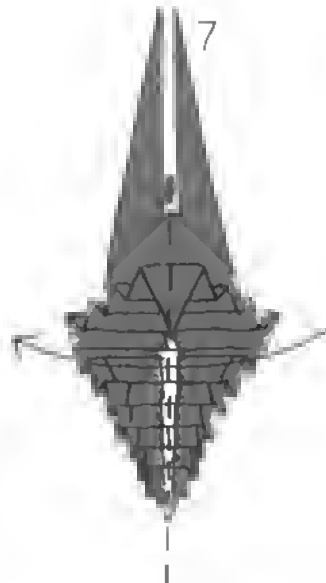
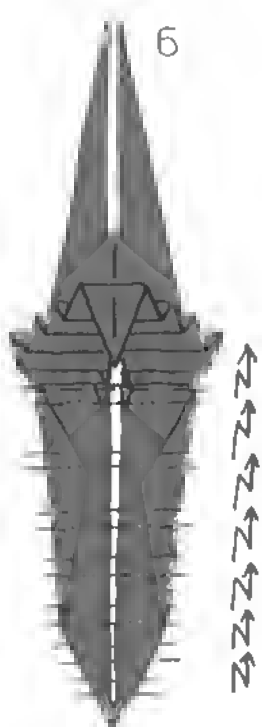
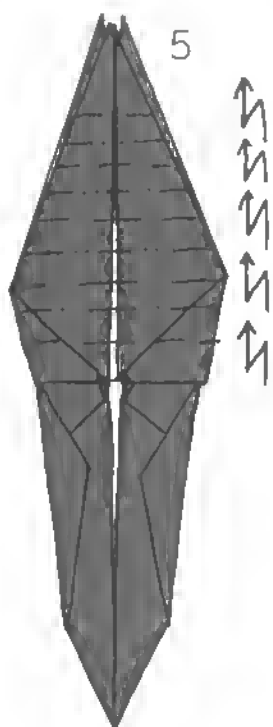
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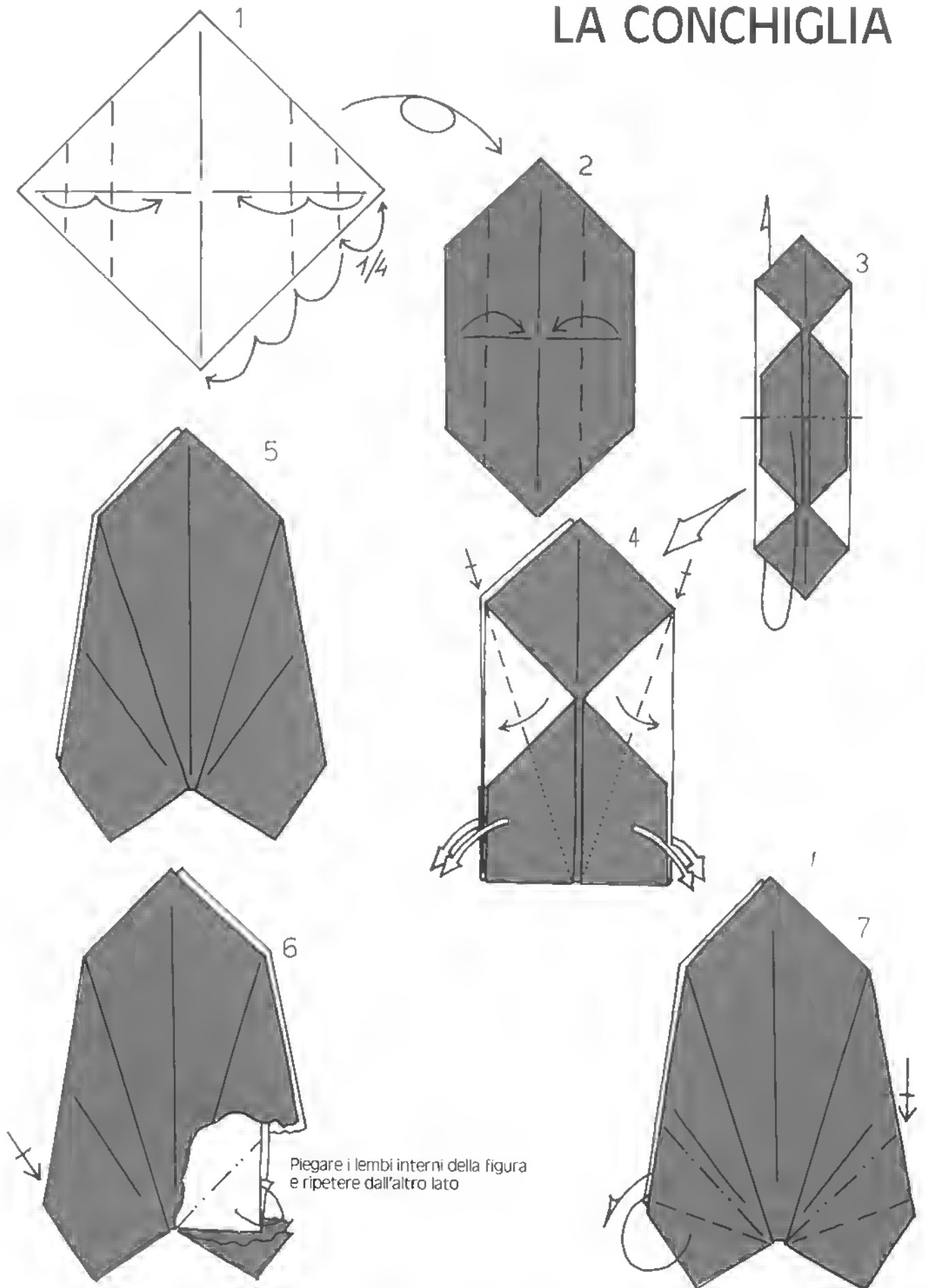


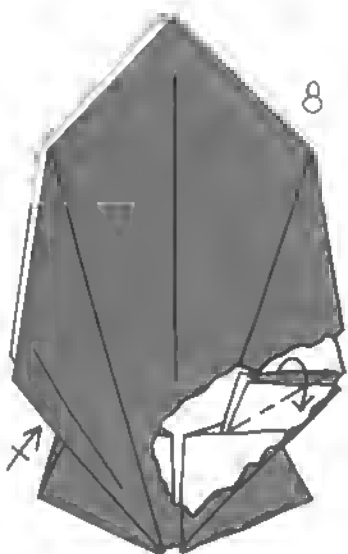
IL GAMBERETTO





LA CONCHIGLIA





8

Piegare i due lembi interni per bloccare e ripetere dall'altro lato



9

Così

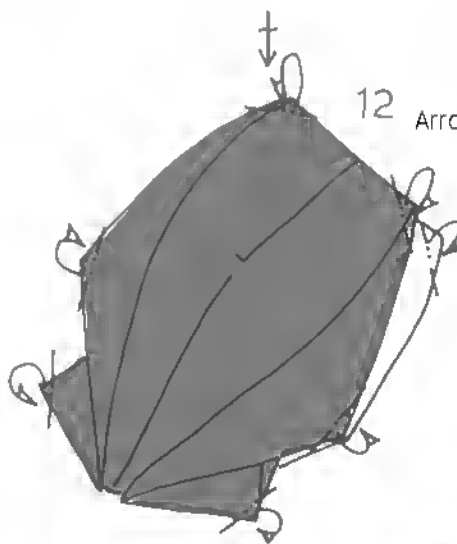


10

Questa piega dà tridimensionalità

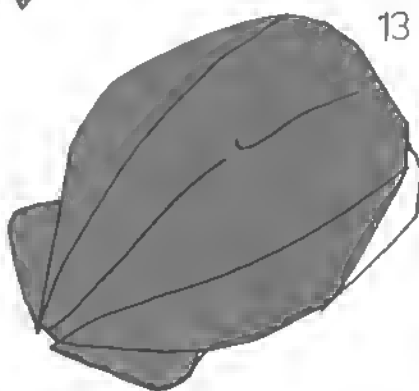


11



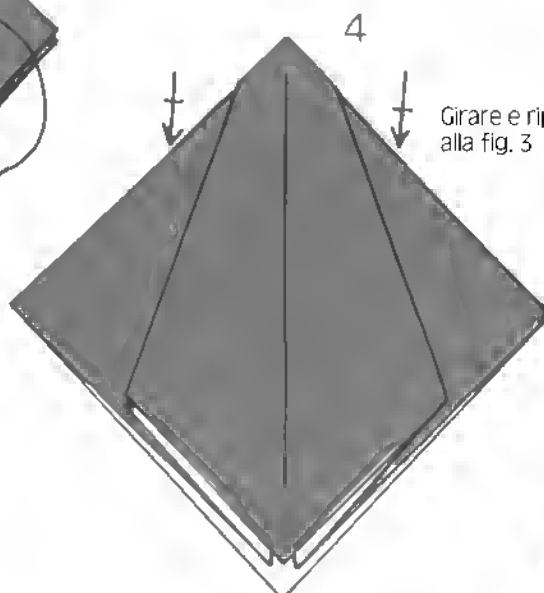
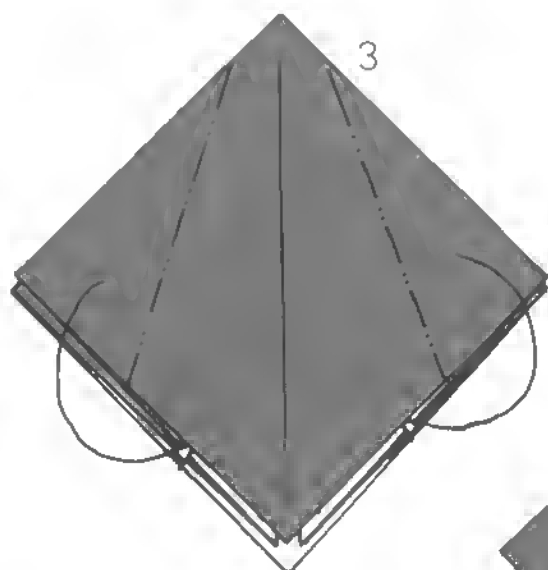
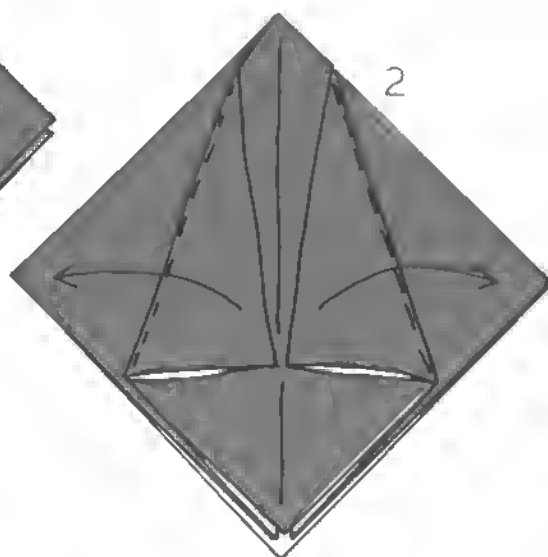
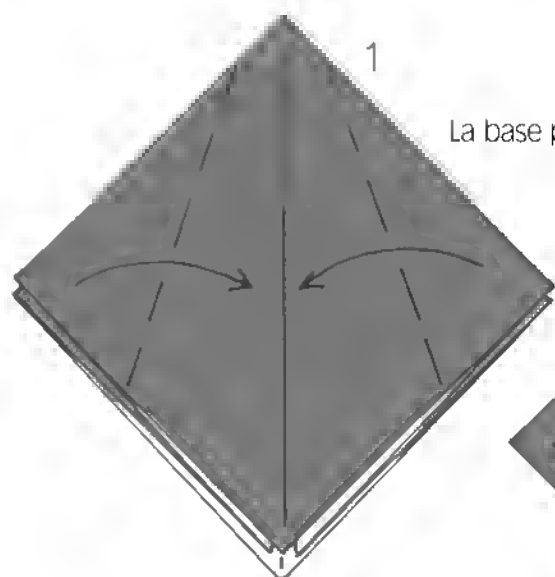
12

Arrotondare gli angoli del guscio

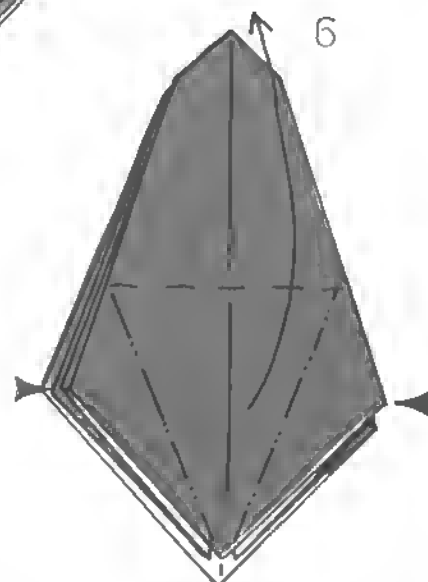
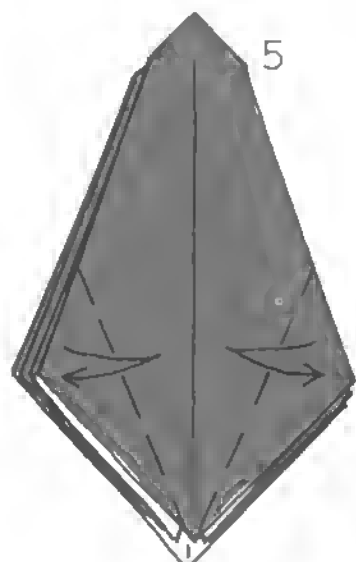


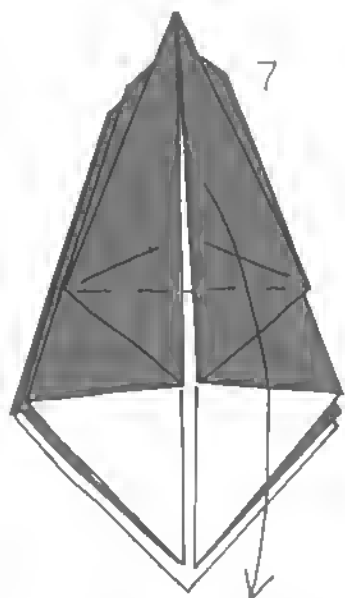
13

IL PESCE VOLANTE

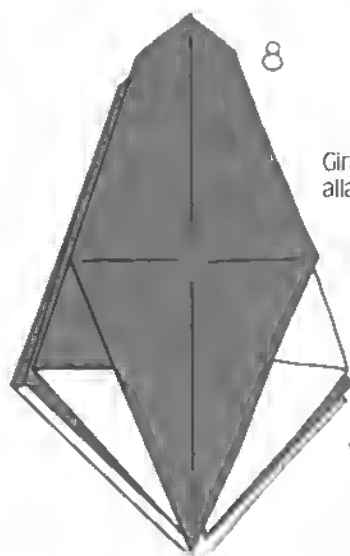


Girare e ripetere dietro dalla fig. 1 alla fig. 3



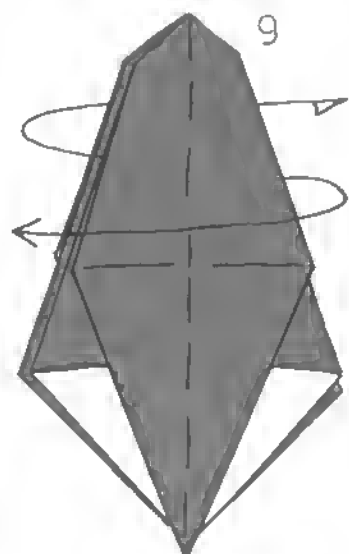


7

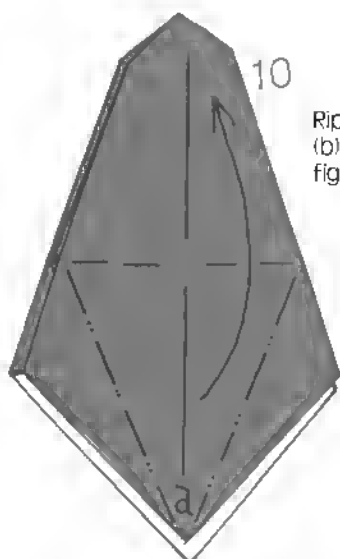


8

Girare e ripetere dietro dalla fig. 5 alla fig. 7

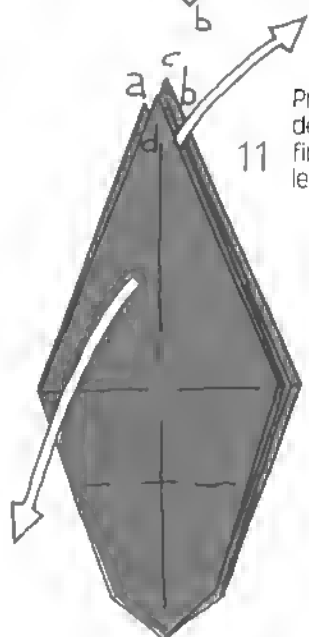


9



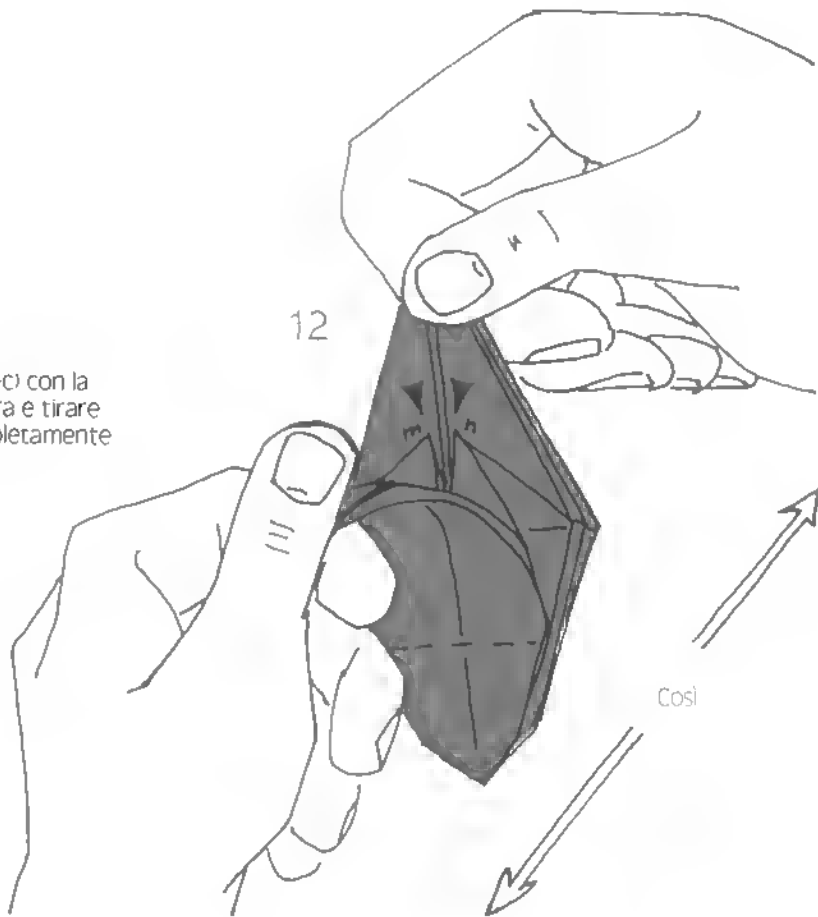
10

Ripetere adesso per i lembi (a) e (b) le stesse pieghe dalla fig. 6 alla fig. 9, poi capovolgere



11

Prendere le punte (a-b-c) con la destra, (d) con la sinistra e tirare fino a schiacciare completamente le punte interne

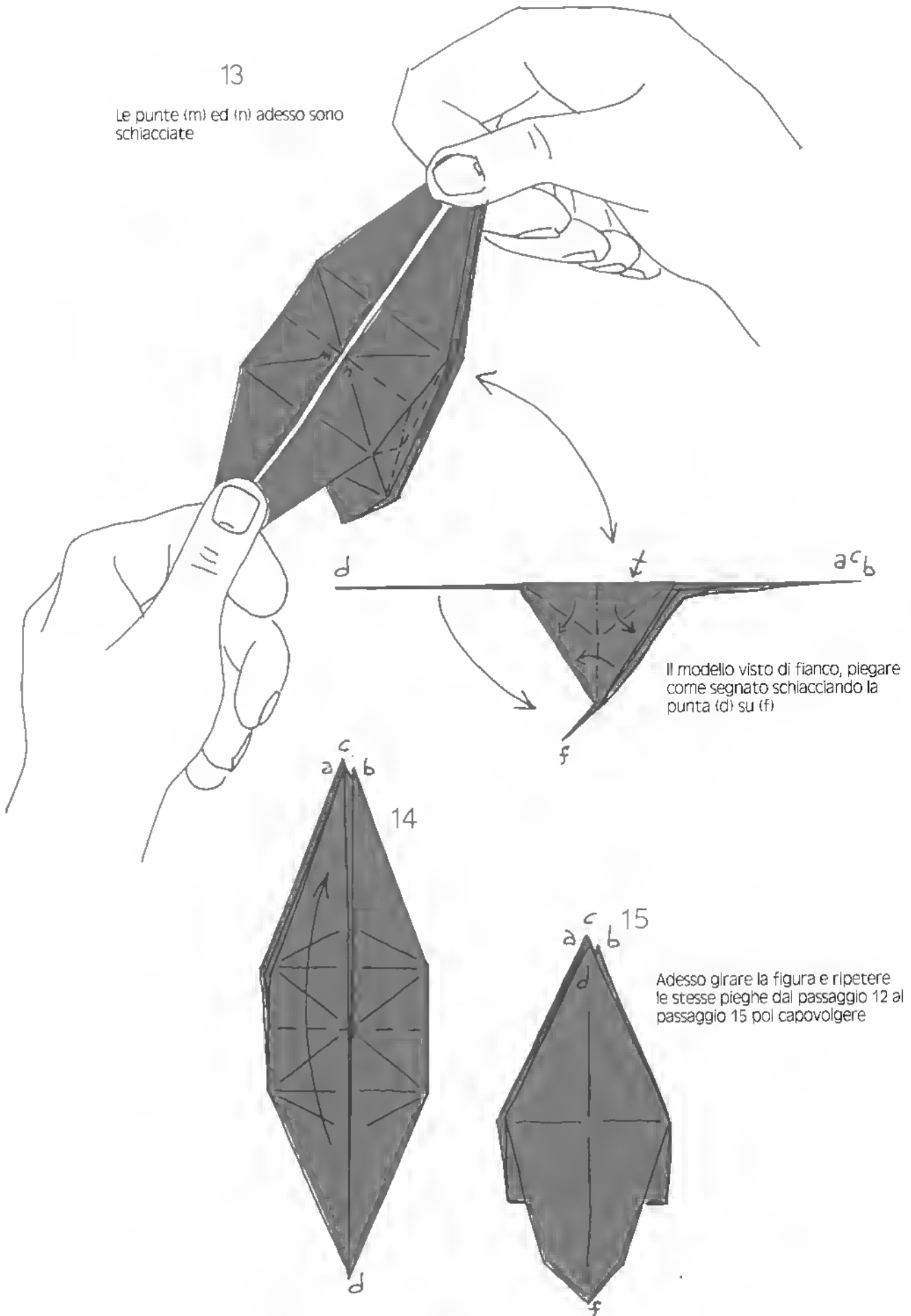


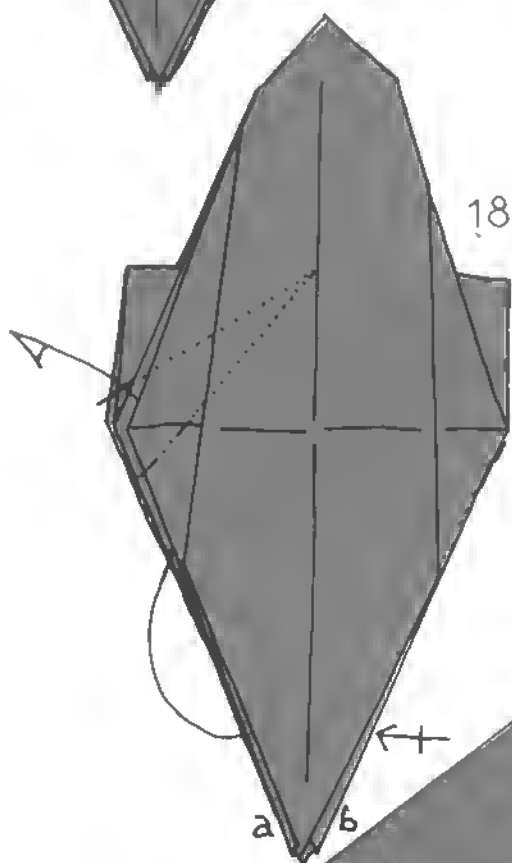
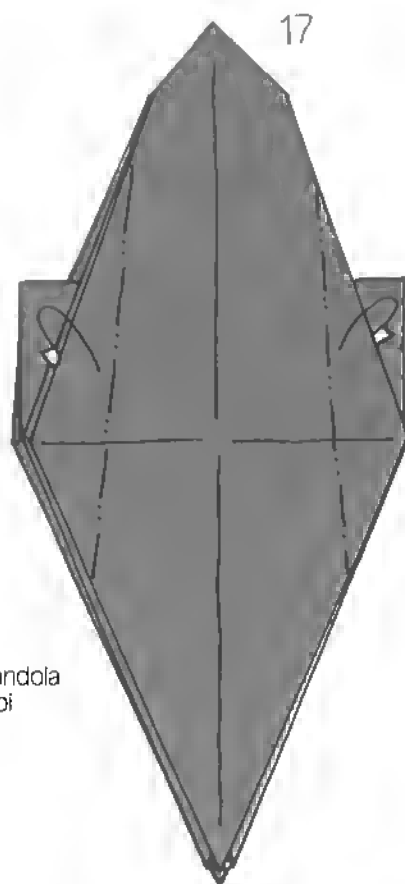
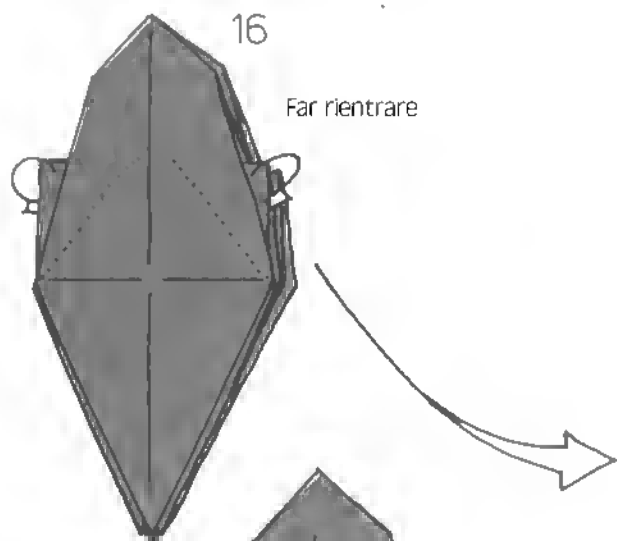
12

Così

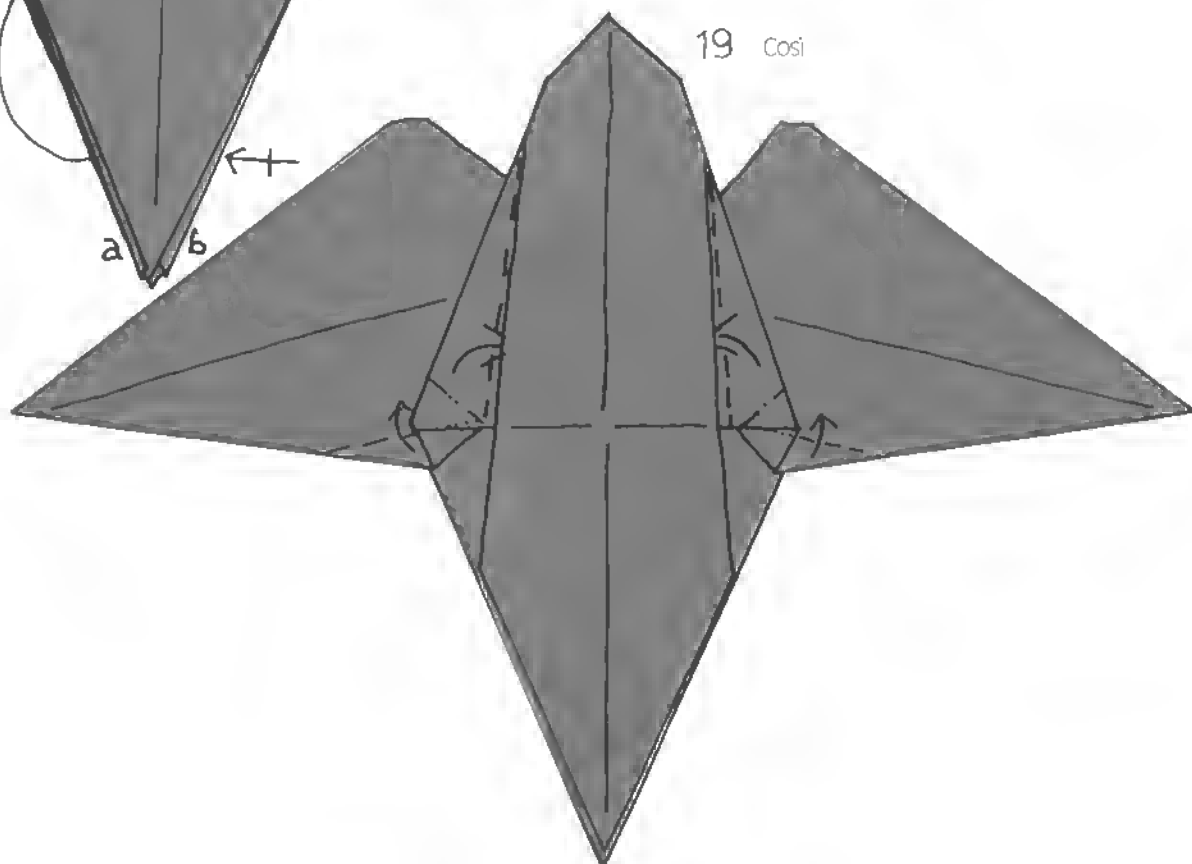
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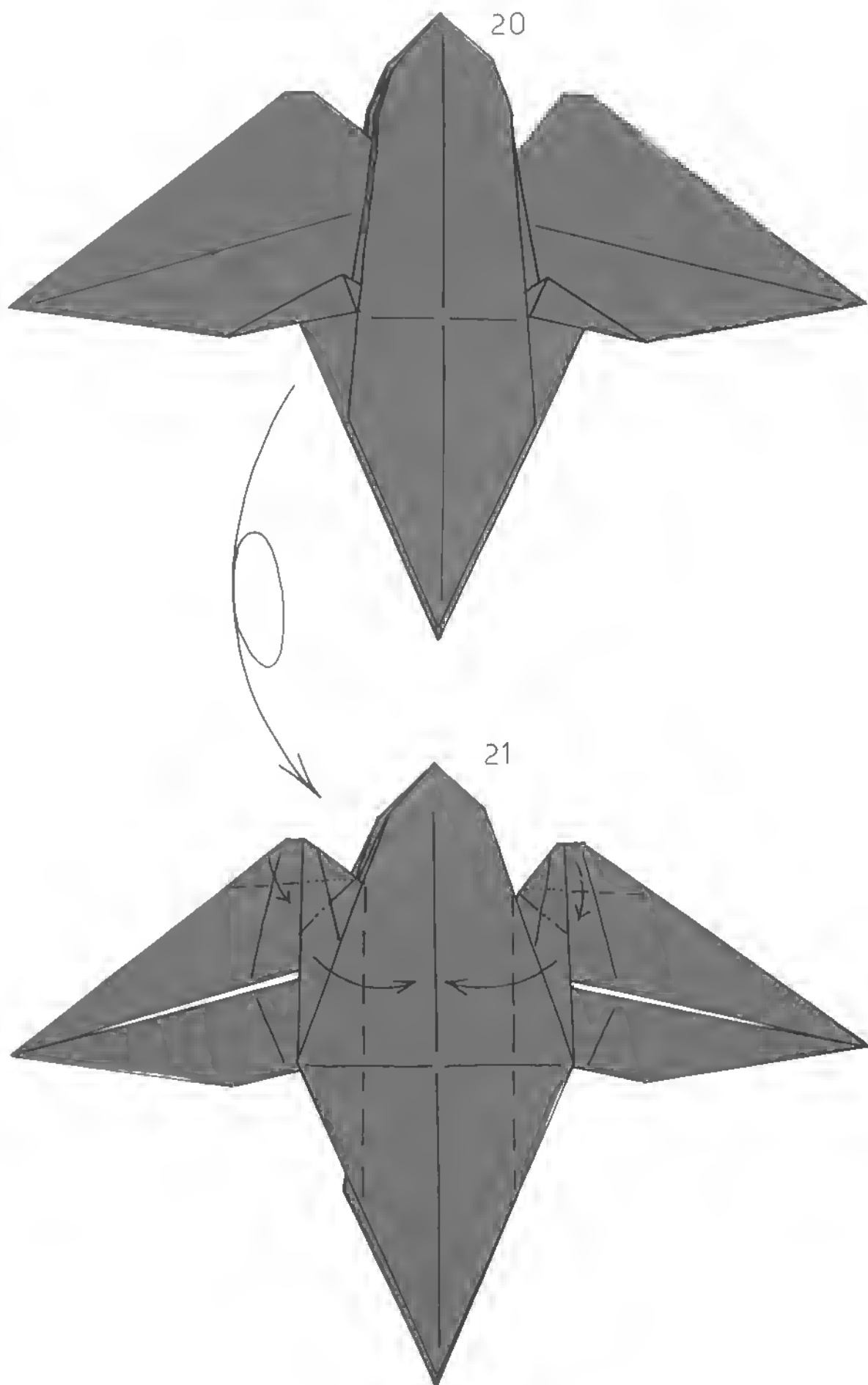
Le punte (m) ed (n) adesso sono schiacciate

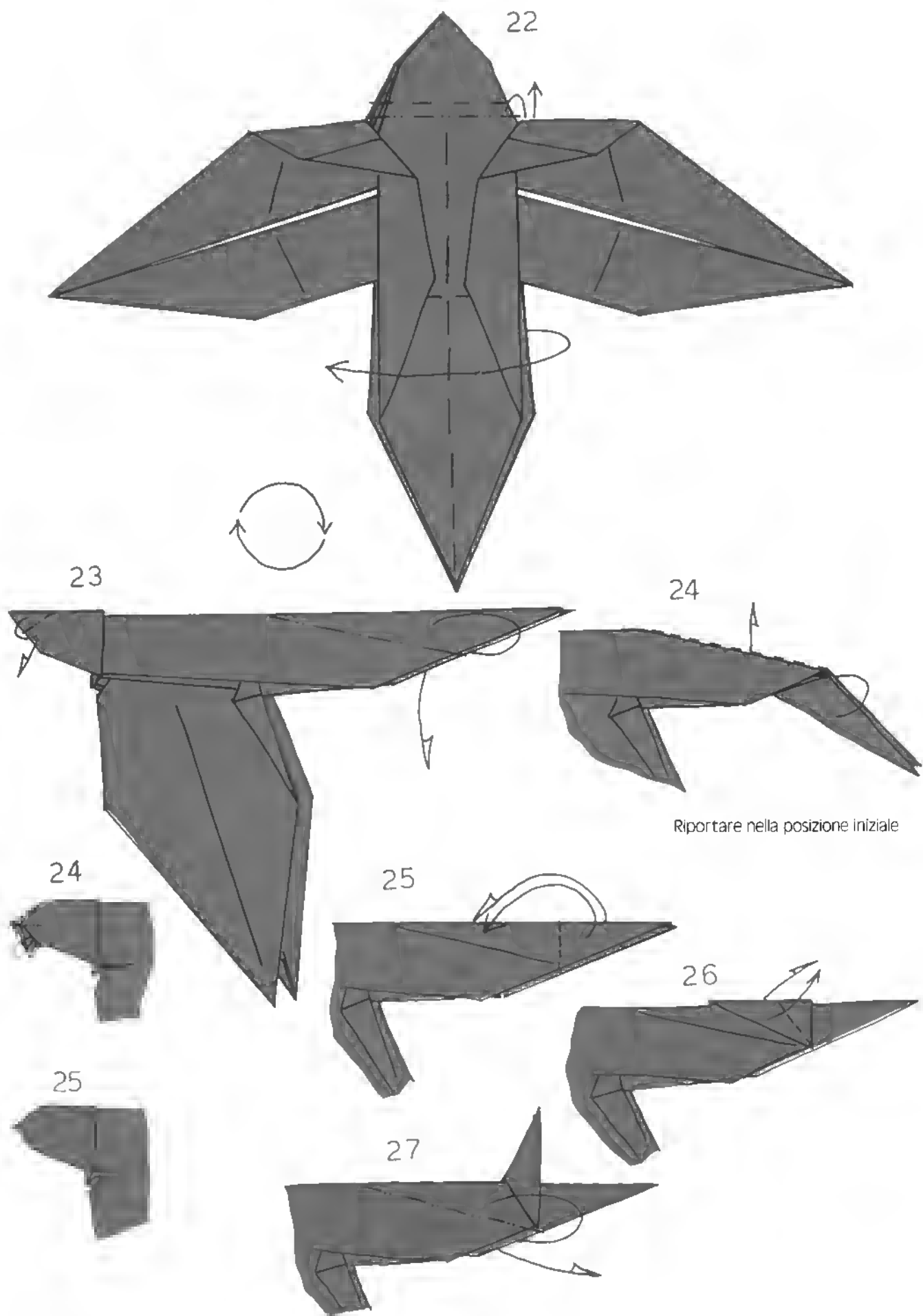


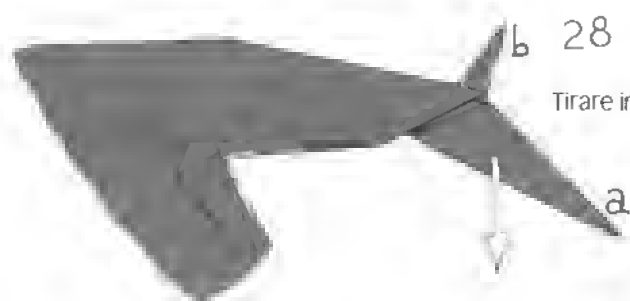


Alzare la punta (a) schiacciandola lungo la traccia centrale, poi ripetere per (b)

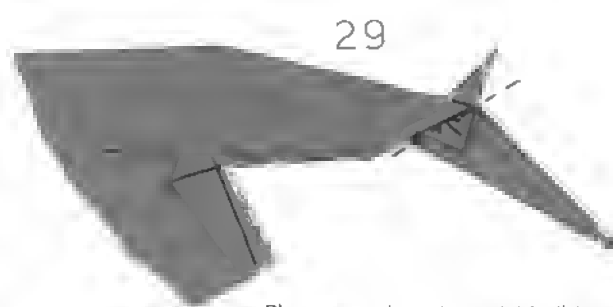




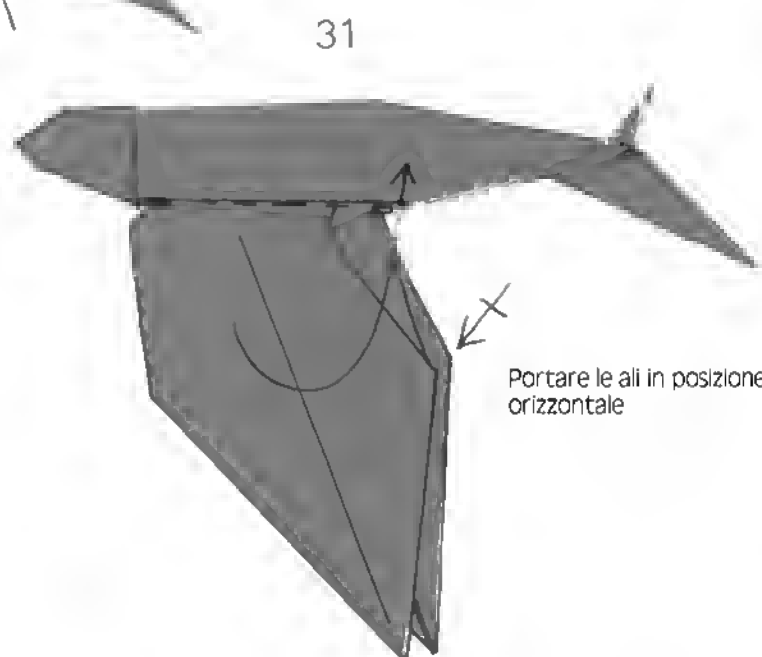
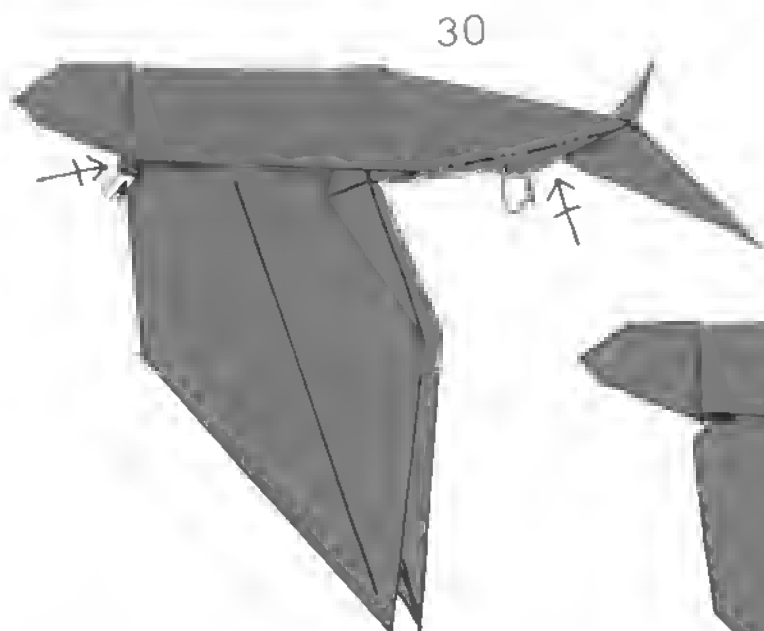




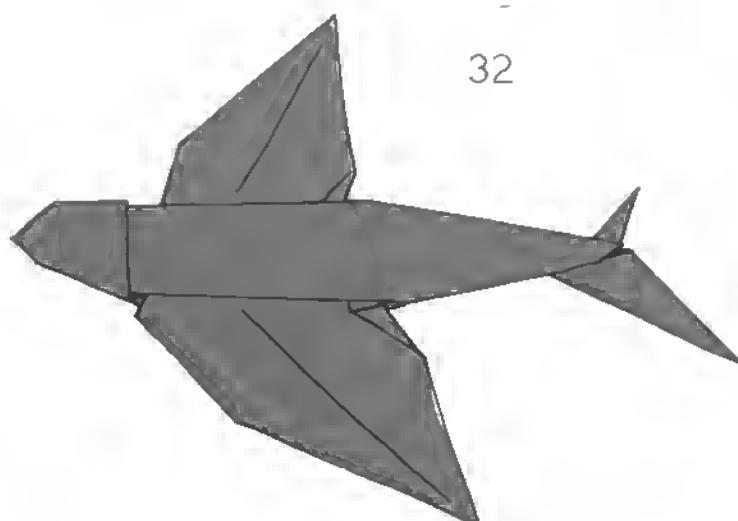
28
Tirare in giù (a) disincastrando (b)



29
Bloccare e rincarare (a) in (b)

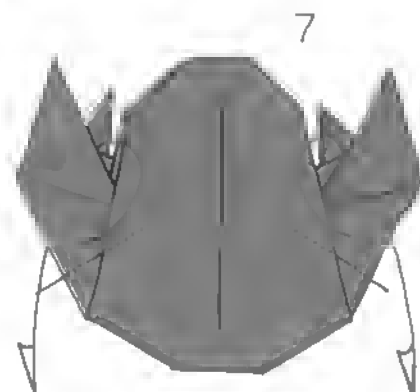
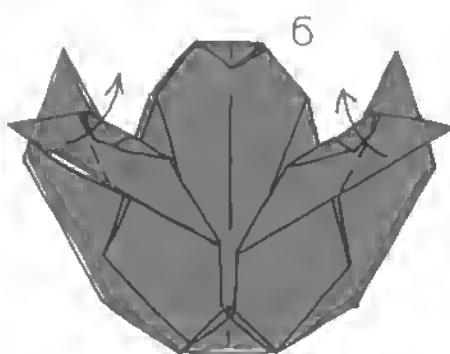
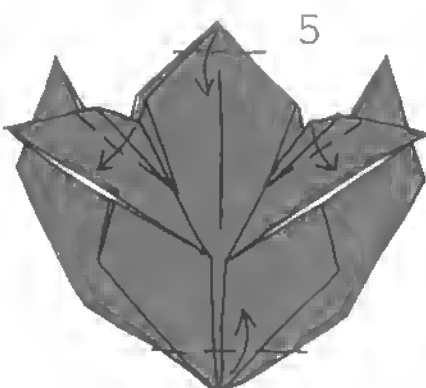
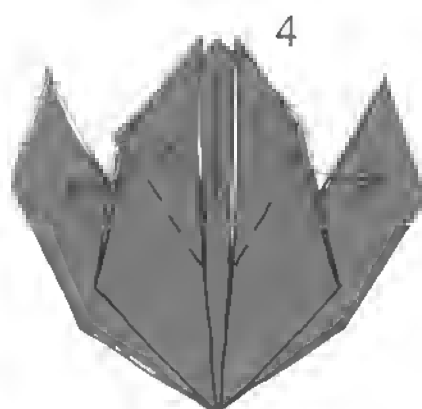
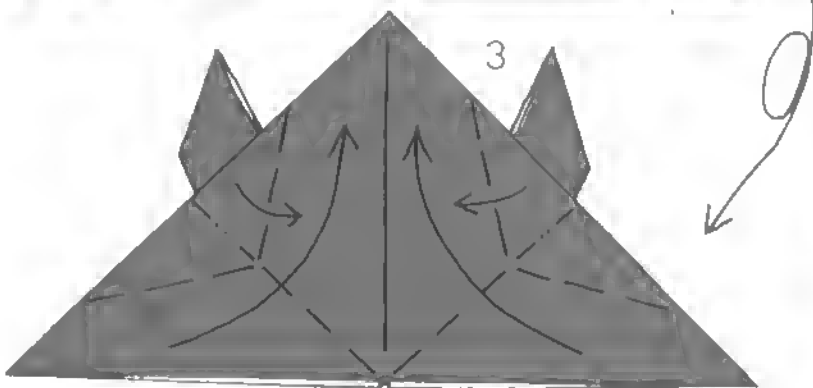
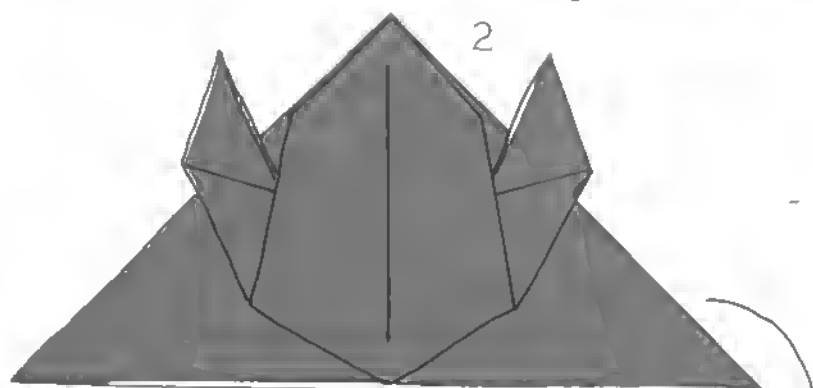
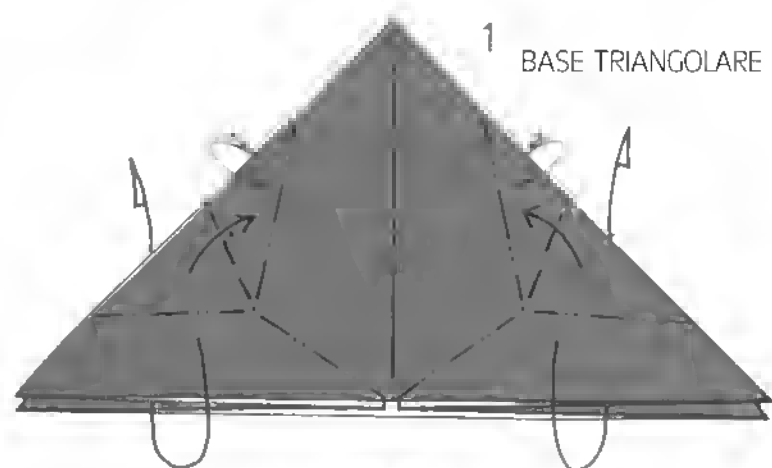


31
Portare le ali in posizione orizzontale

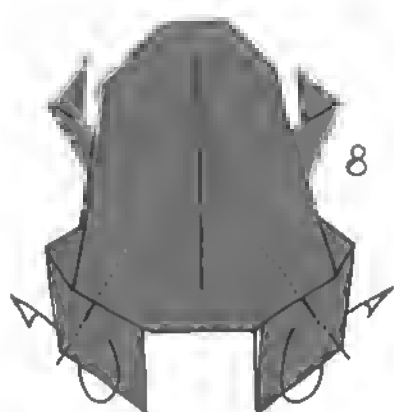


32

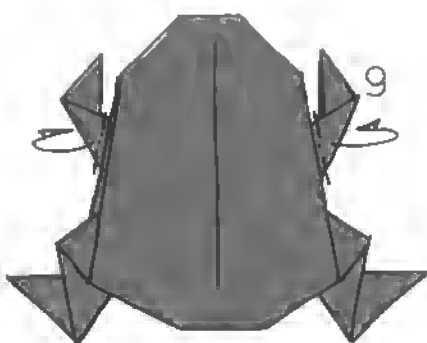
LA RANA



Come ultimo modello di questo capitolo, propongo la rana, poiché è un animale anfibio e quindi rappresenta bene il passaggio dall'acqua alla terra. Consiglio per questo modello l'uso di carta metallizzata, poiché si presta ottimamente alla modellazione.



8

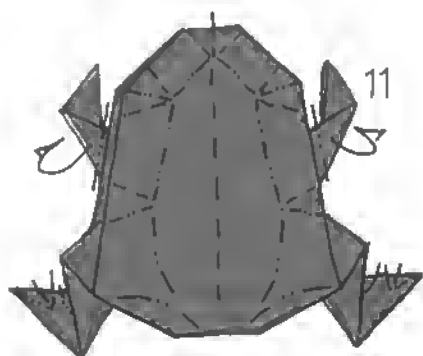


9

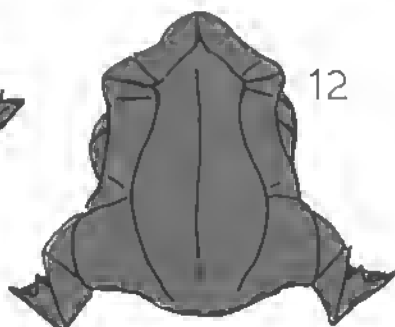


10

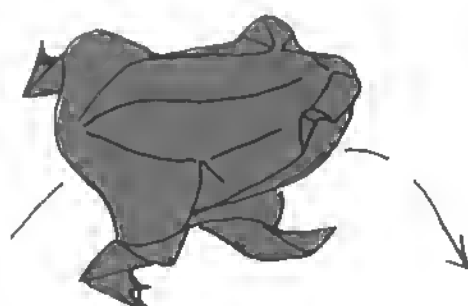
A questo punto, la rana è finita, ma, a chi piacciono i modelli realistici può continuare modellando la figura come indicato nel successivo diagramma.



11

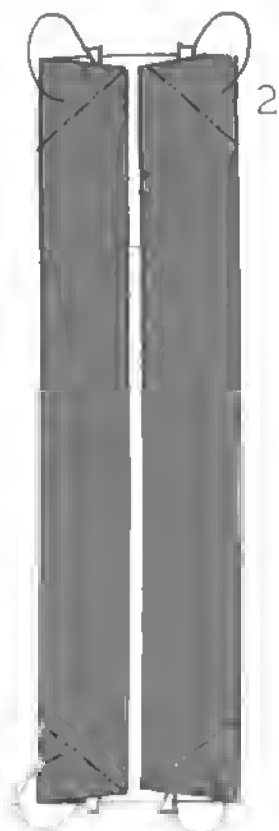
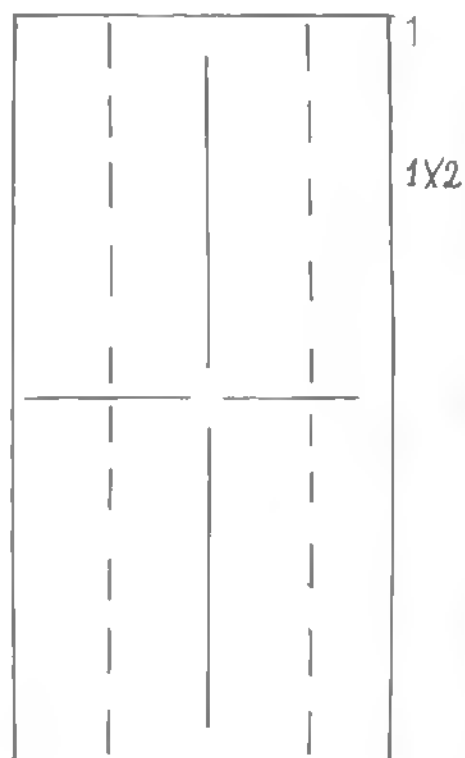


12

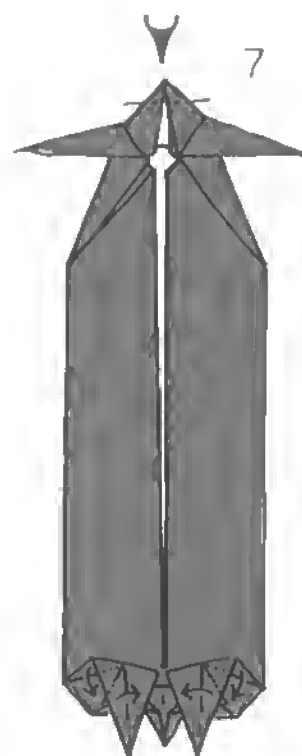
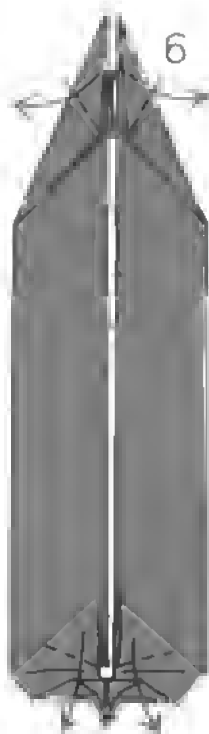
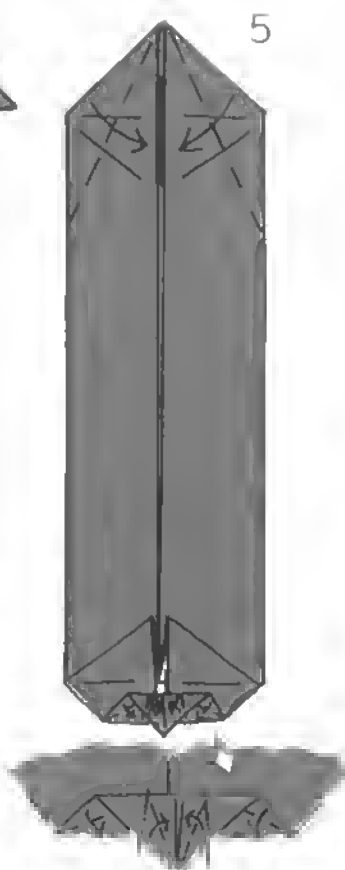
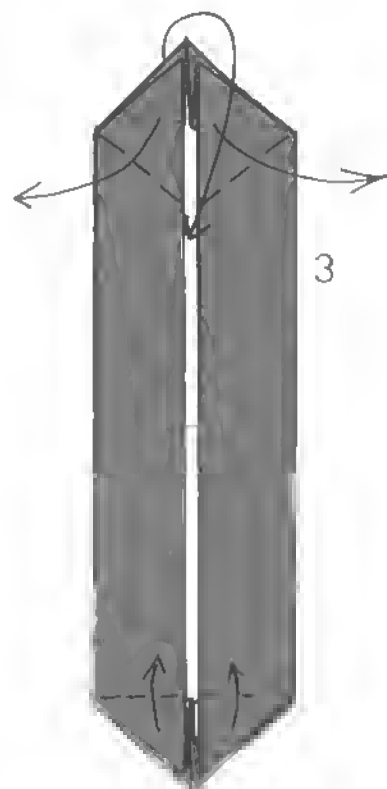


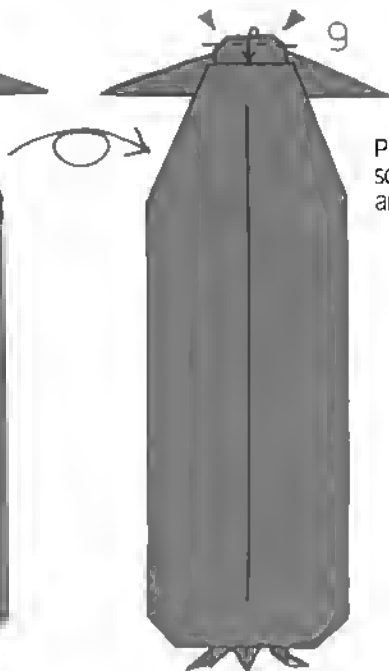
Facendo scivolare un dito sul dorso del modello, questo farà dei piccoli salti, molto simili a quelli di una rana vera.

CREATURE DI TERRA

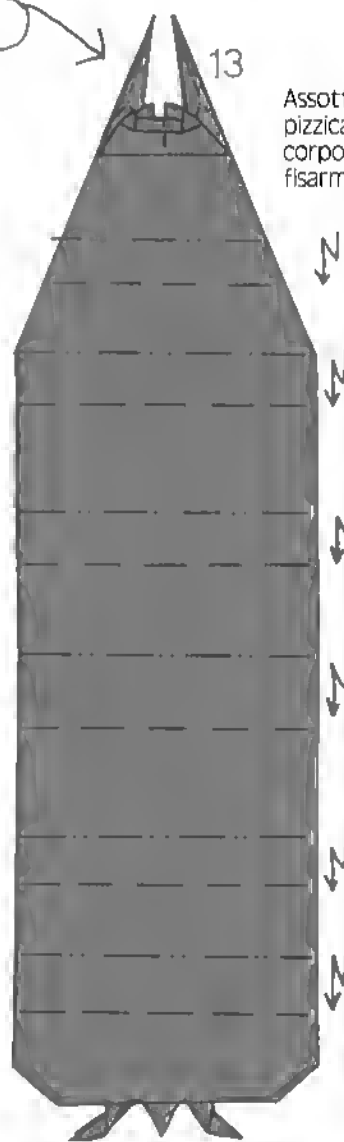
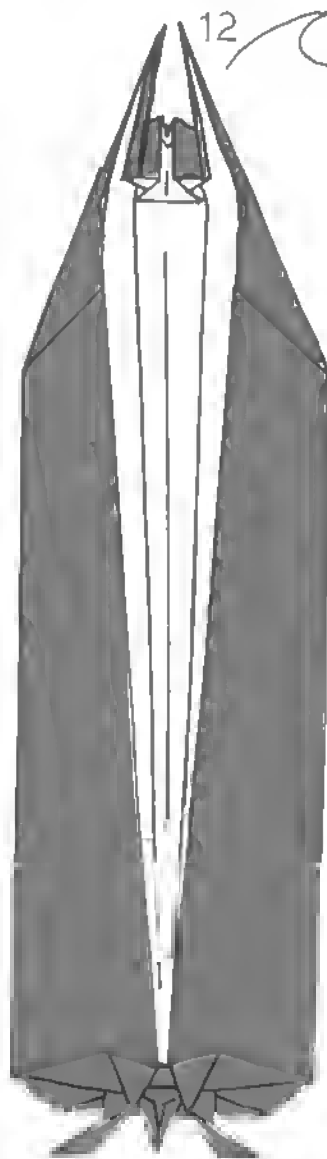
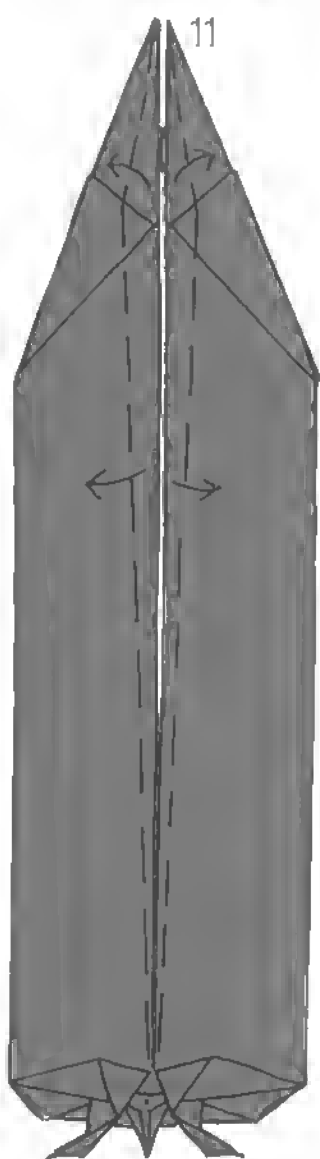
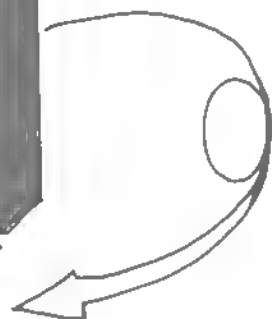
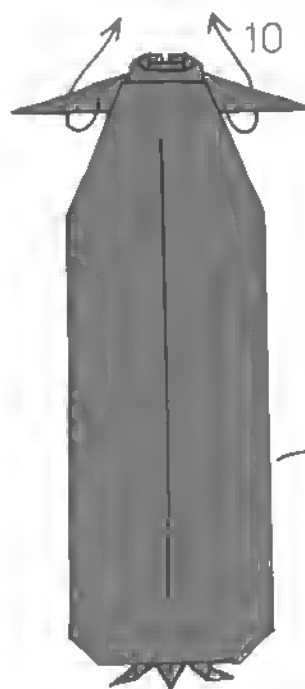


L'ONISCO (PORCELLINO DI TERRA)

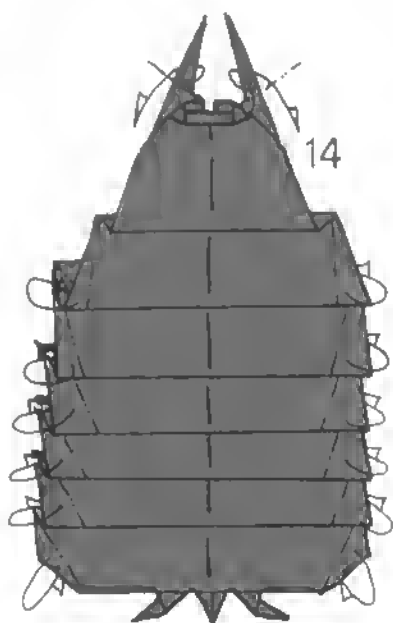




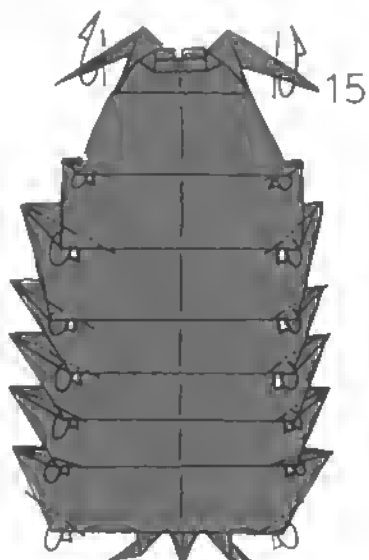
Piegare e
schiacciare gli
angolini



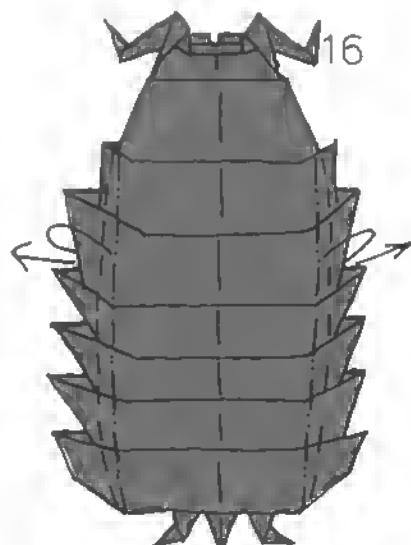
Assottigliare le antenne
pizzicando e accorciare il
corpo con pieghe a
fisarmonica



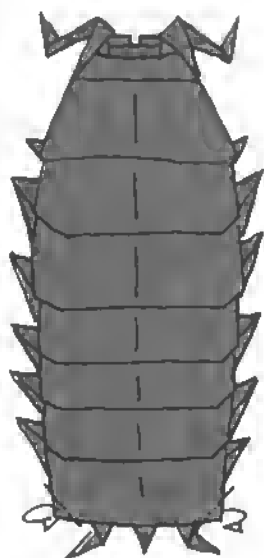
14



15



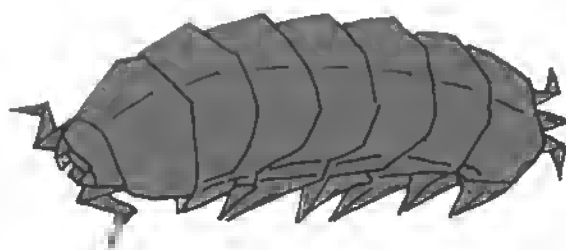
16



17

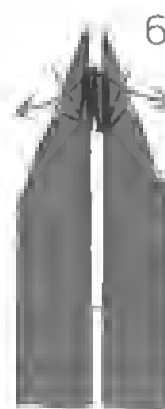
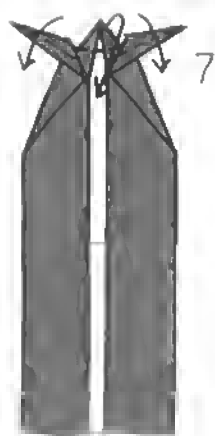
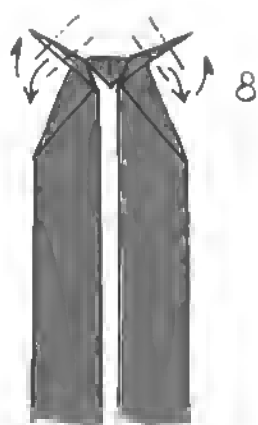
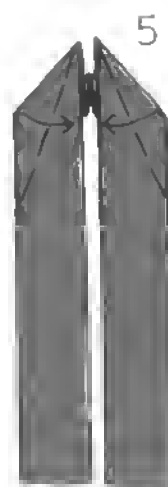
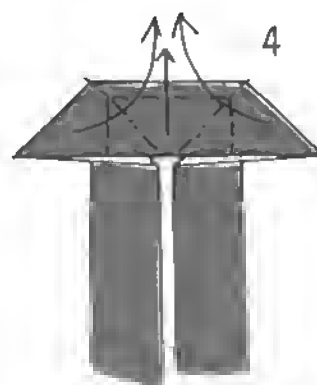
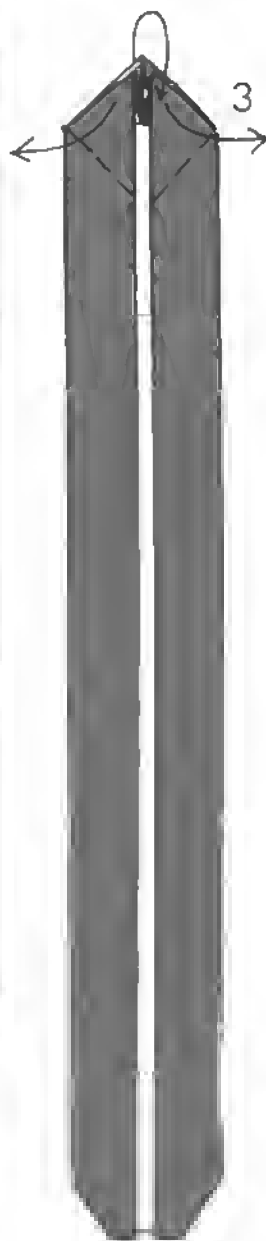
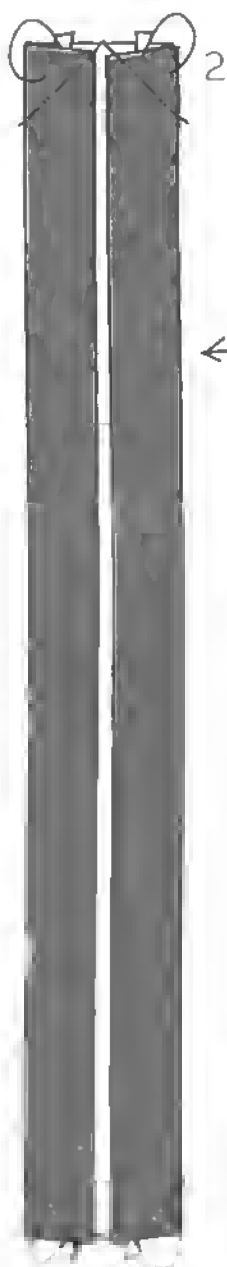
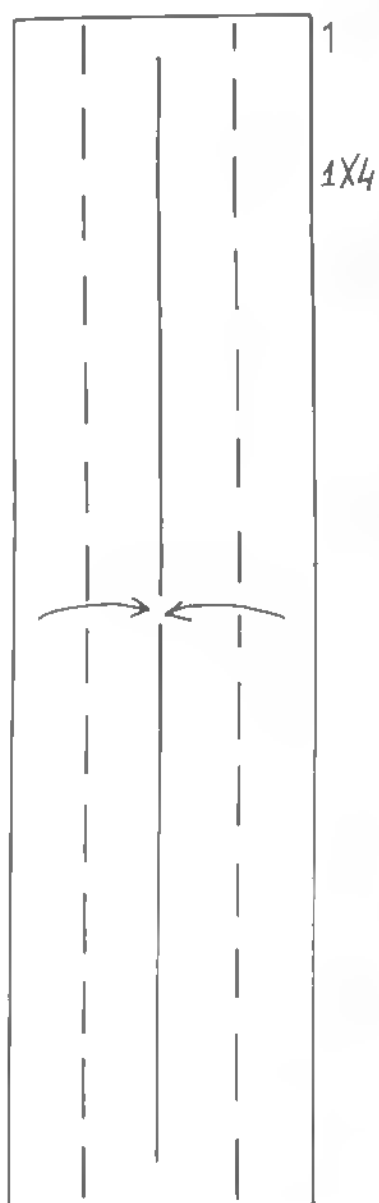
Arrotondare leggermente il corpo in
senso longitudinale

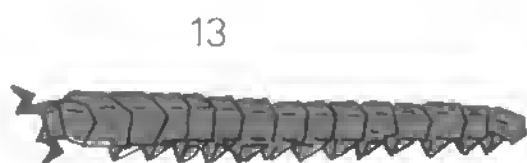
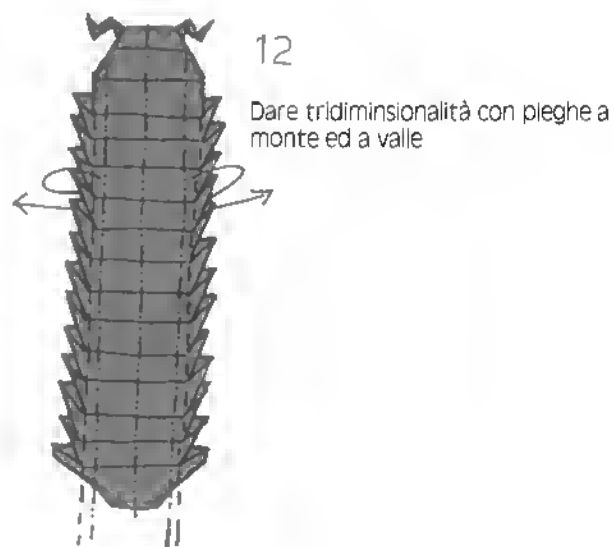
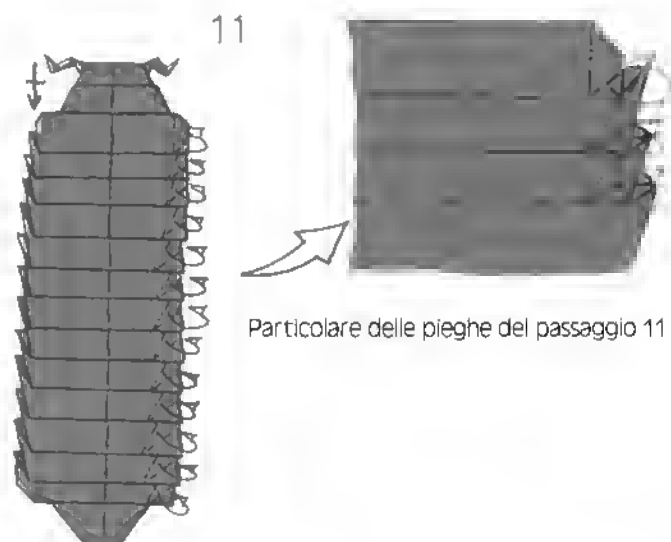
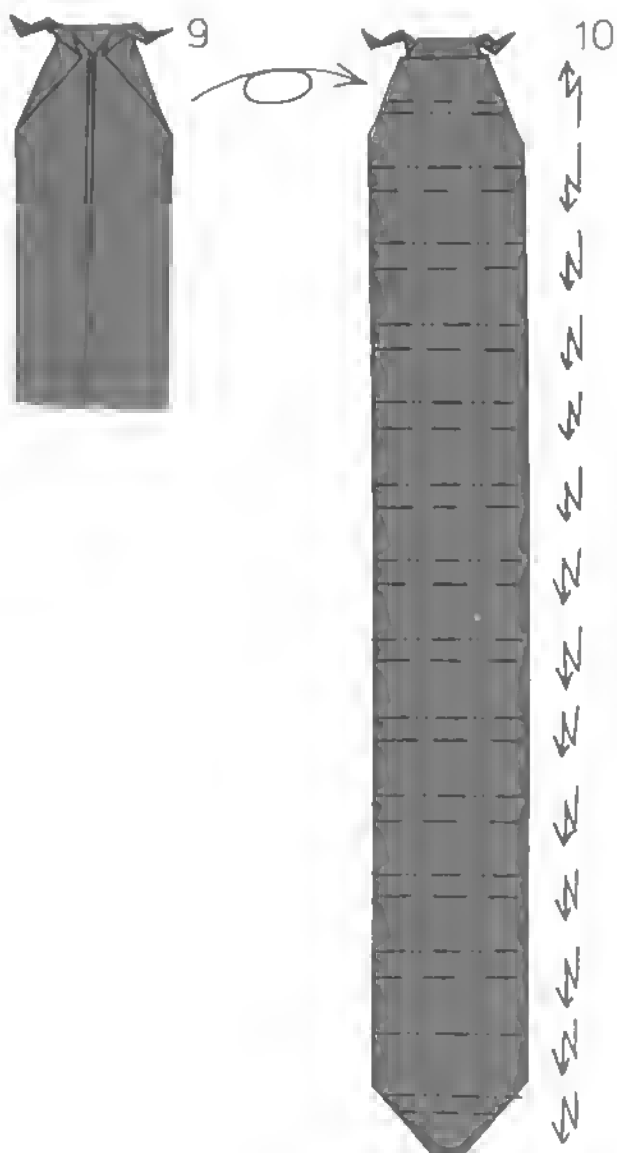
18



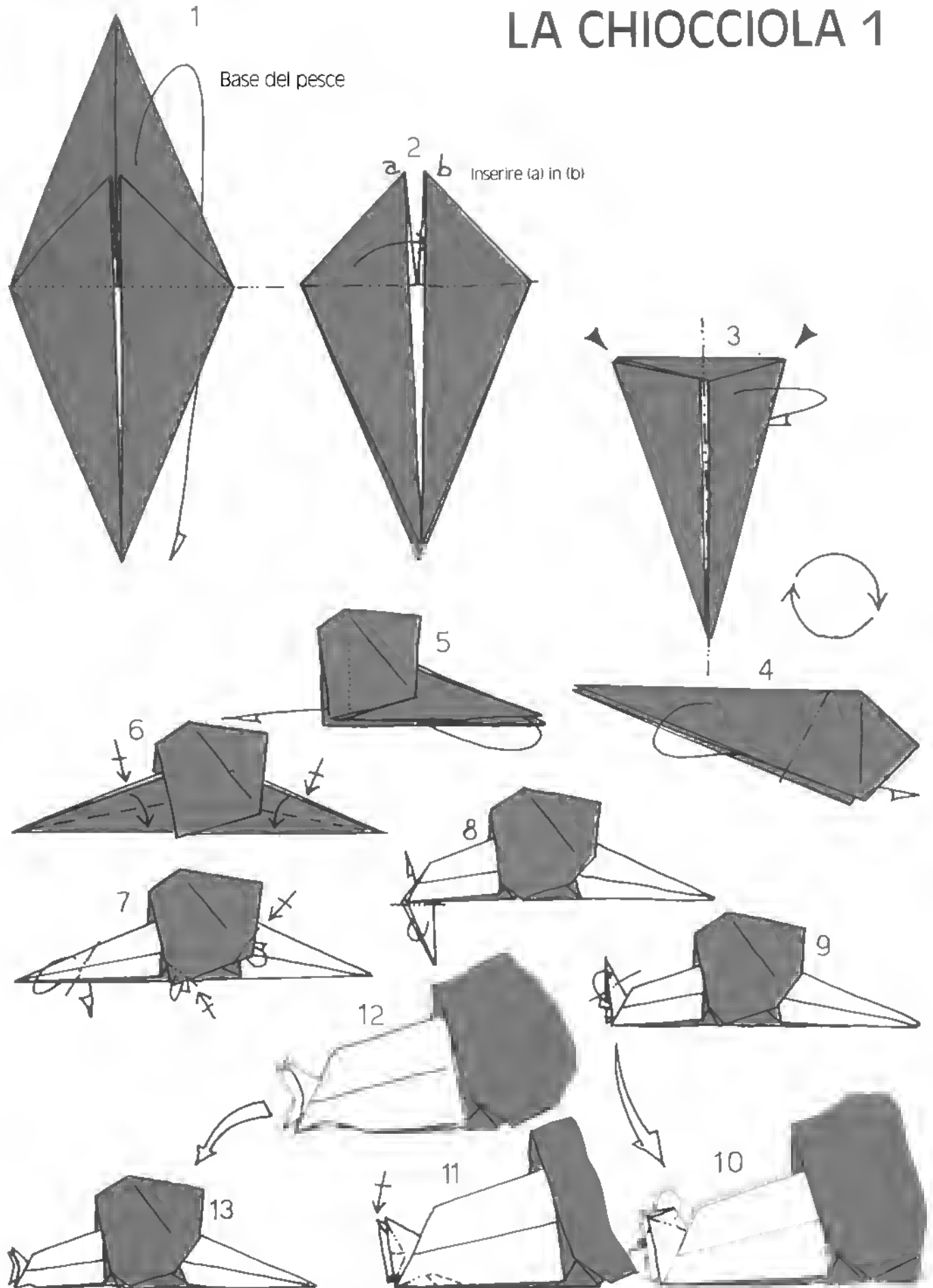
IL MILLEPIEDI

Questo modello si avvale dello stesso principio creativo del modello precedente

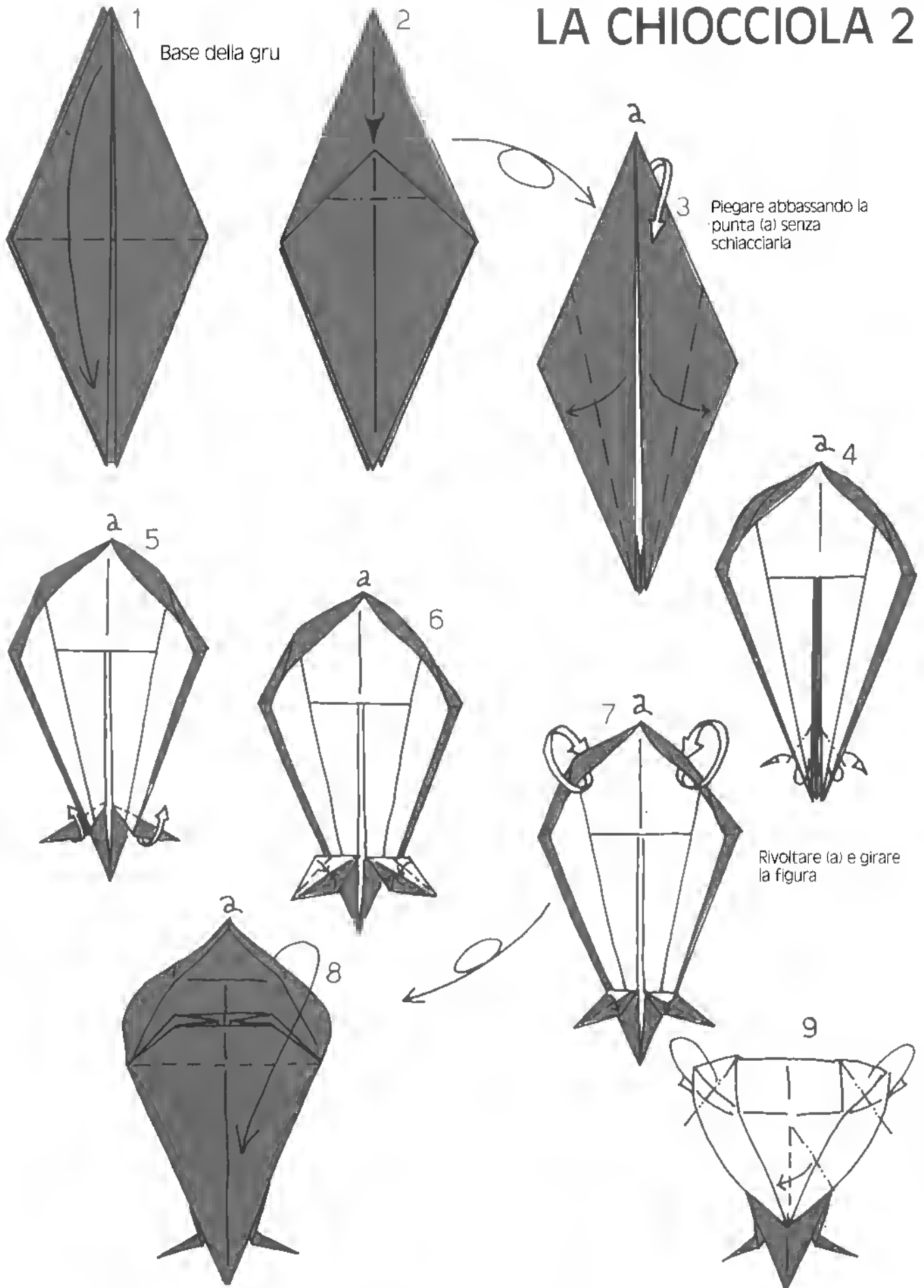


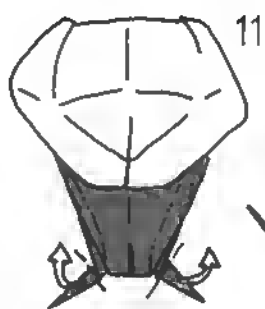
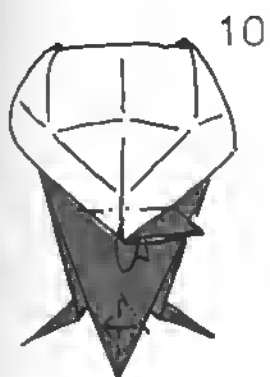


LA CHIOCCIOLA 1

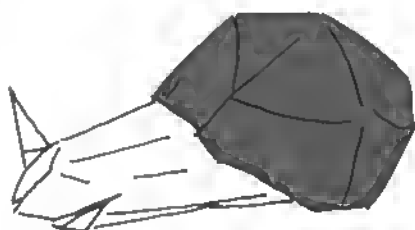
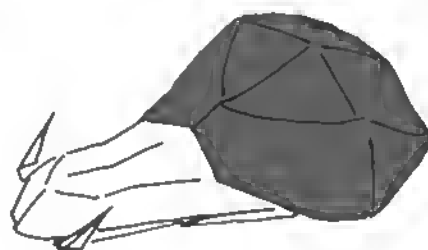
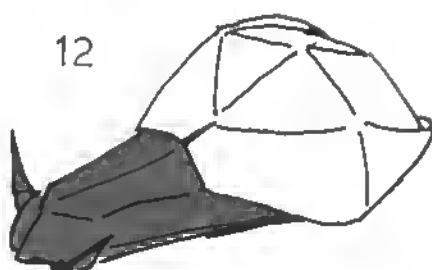


LA CHIOCCIOLA 2



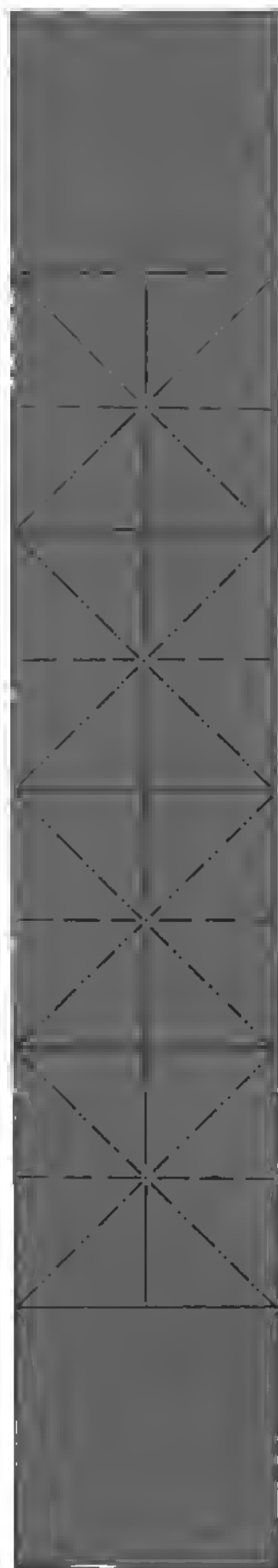


Alzare le punte che
formano gli occhi e
modellare il corpo

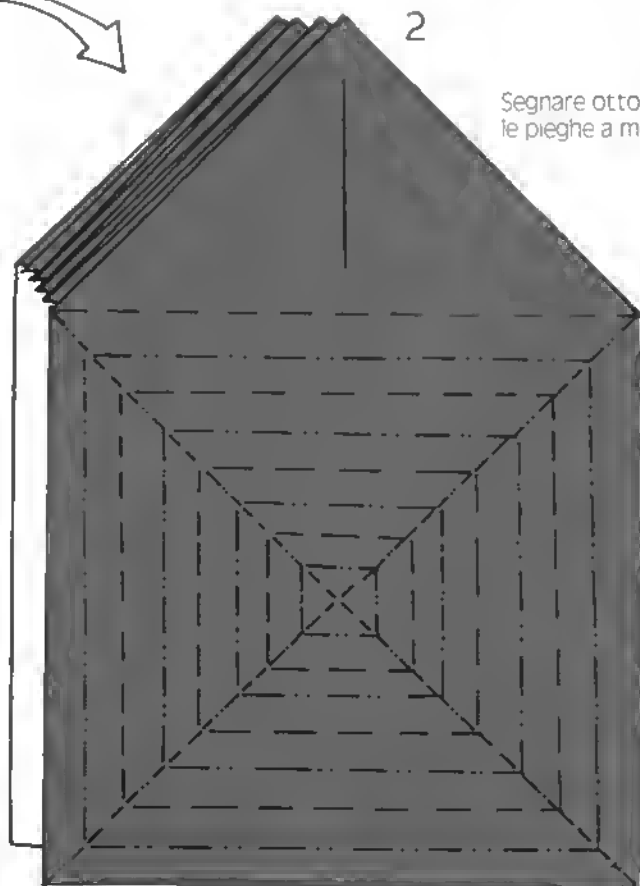


LO SCORPIONE

Questo modello è abbastanza difficile da realizzare, consiglio l'uso di carta metallizzata e l'utilizzo di fogli abbastanza grandi da poter essere manipolati con facilità



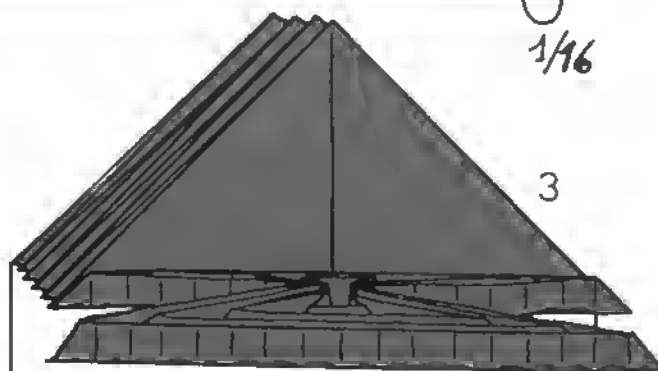
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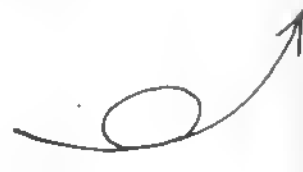
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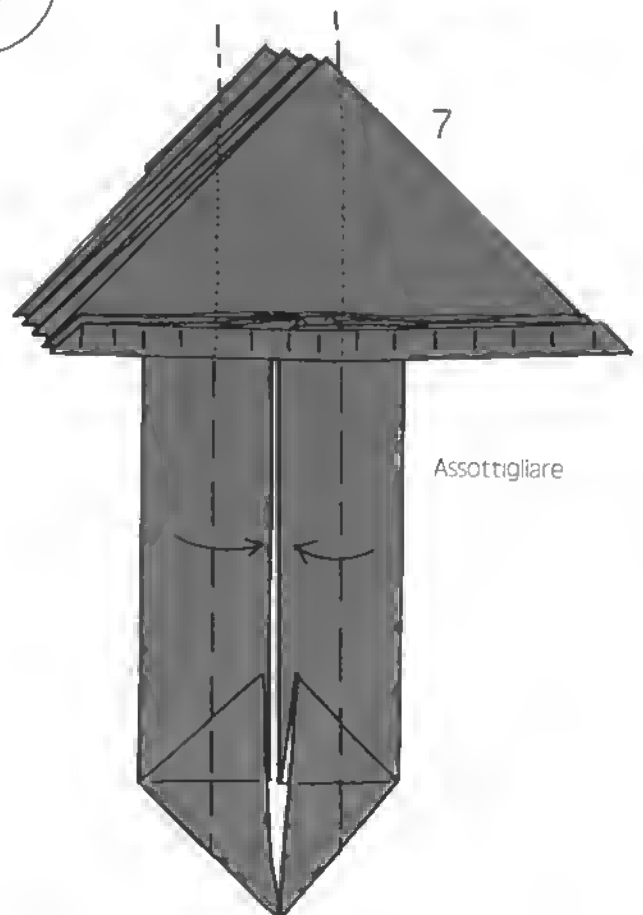
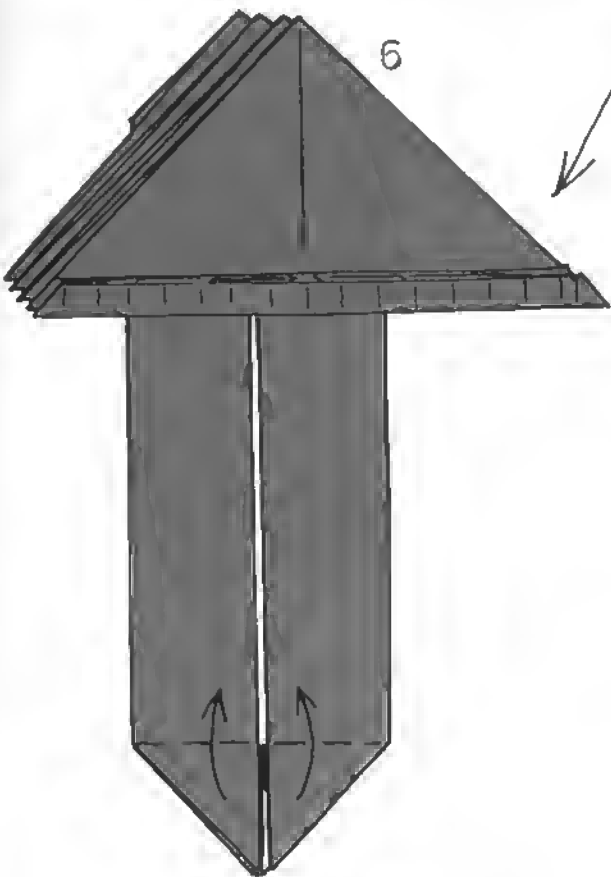
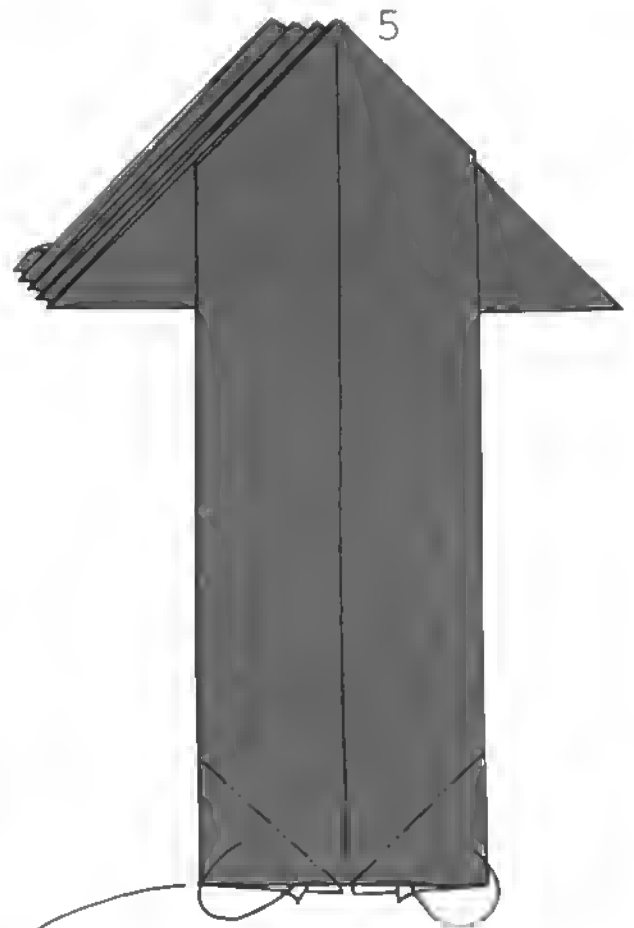
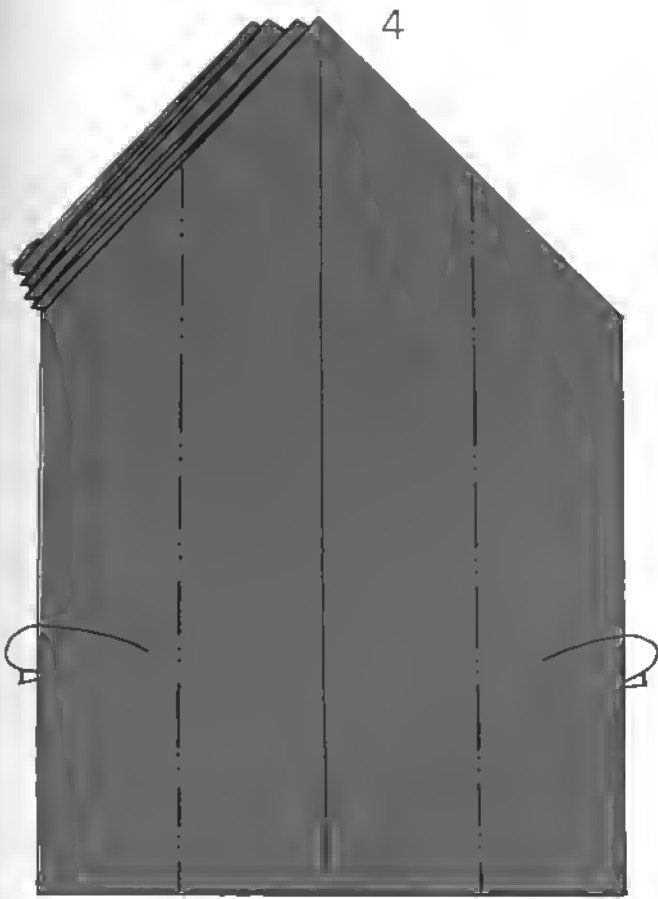
Segnare otto quadrati concentrici alternando le pieghe a monte ed a valle

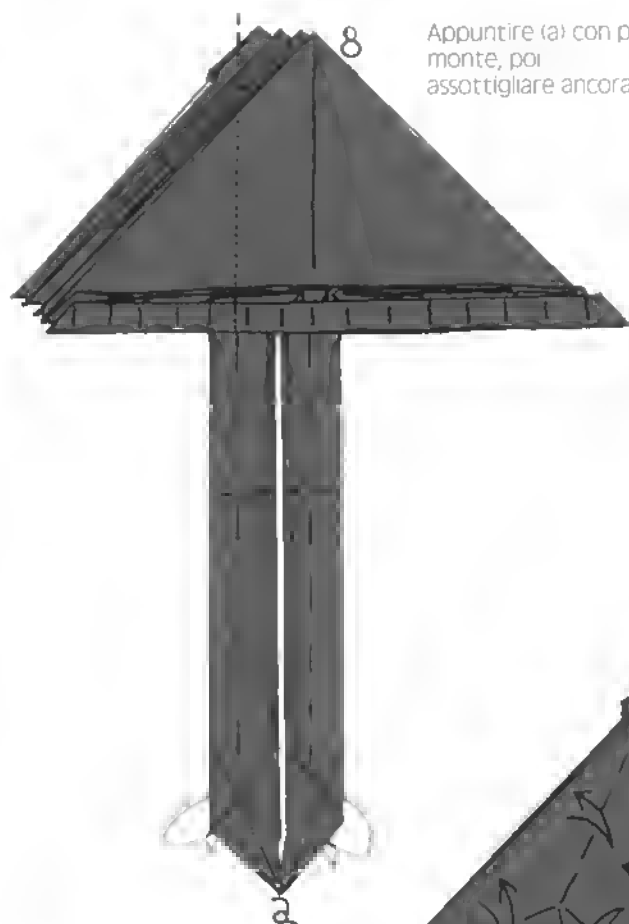
1/16



3



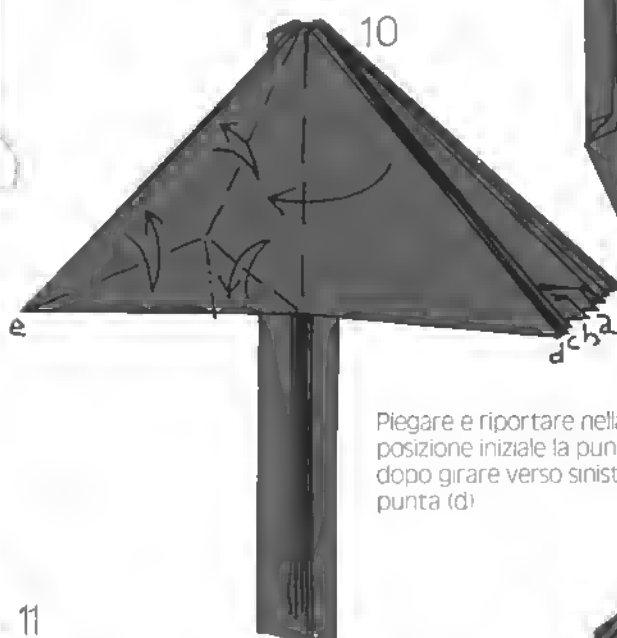




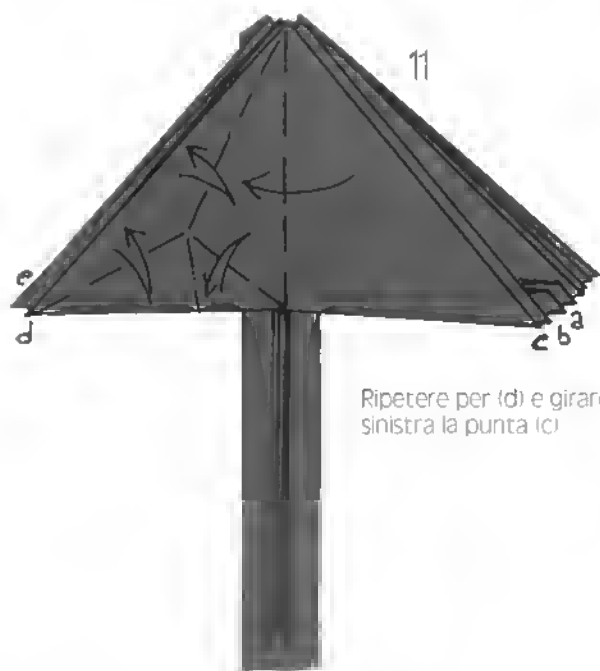
Appuntire (a) con piega a monte, poi assottigliare ancora



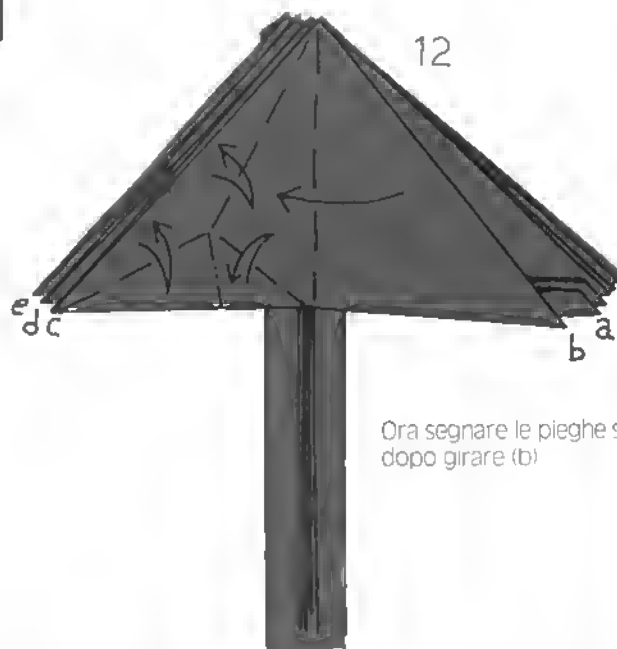
Girare a destra contemporaneamente le punte (a) - (b) - (c) e (d)



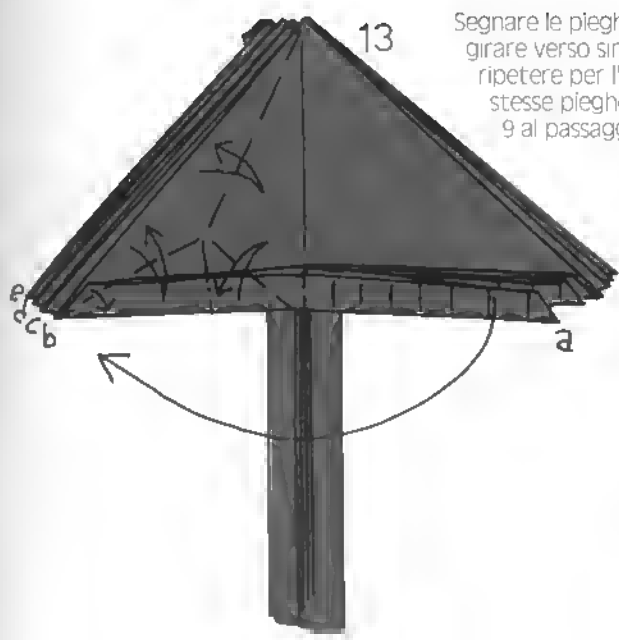
Piegare e riportare nella posizione iniziale la punta (e), dopo girare verso sinistra la punta (d)



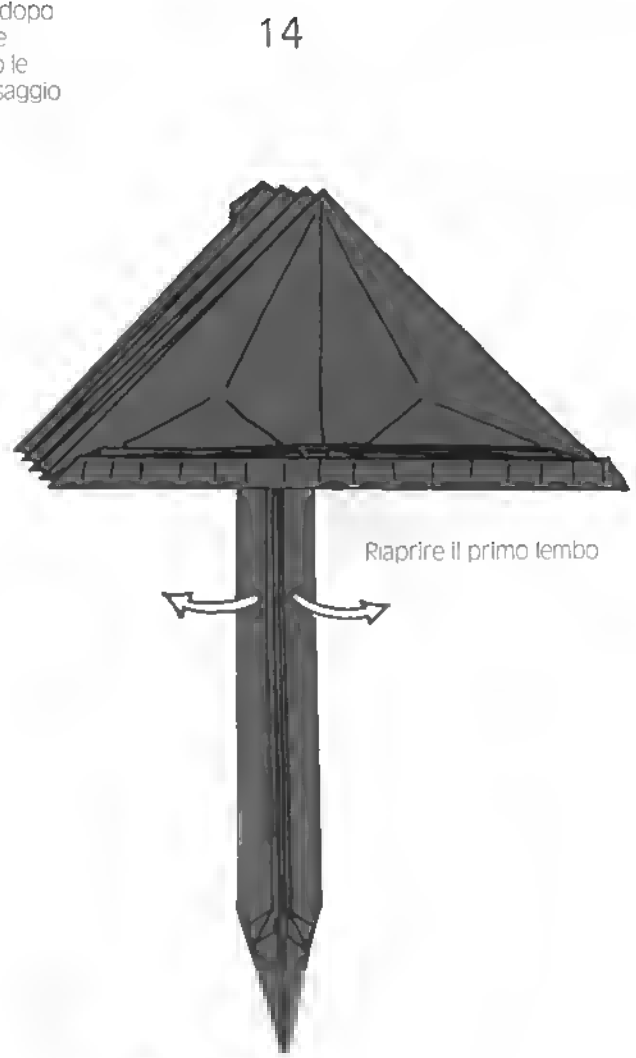
Ripetere per (d) e girare a sinistra la punta (c)



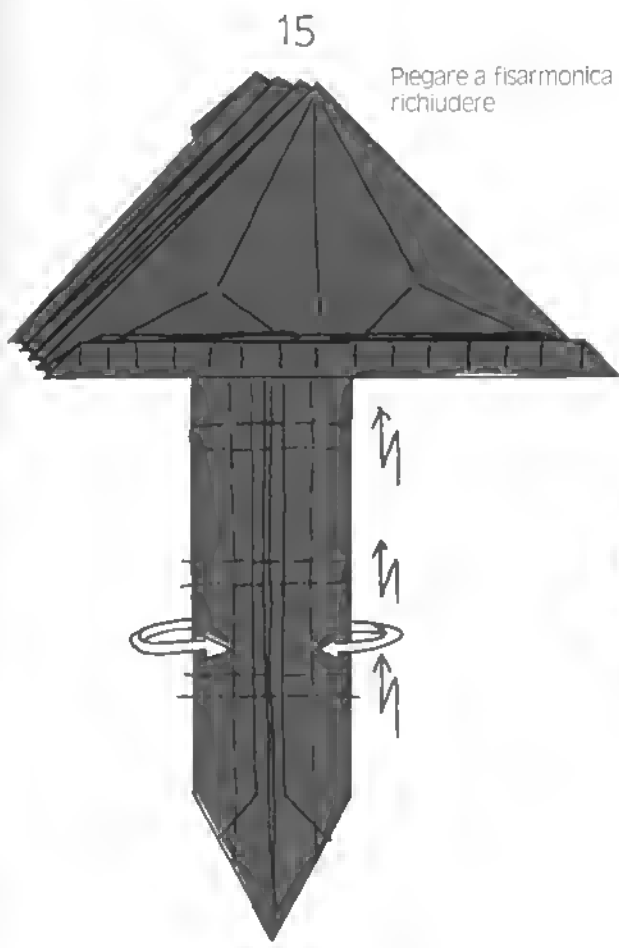
Ora segnare le pieghe su (c), dopo girare (b)



13
Segnare le pieghe su (b), dopo girare verso sinistra (a) e ripetere per l'altro lato le stesse pieghe dal passaggio 9 al passaggio 13



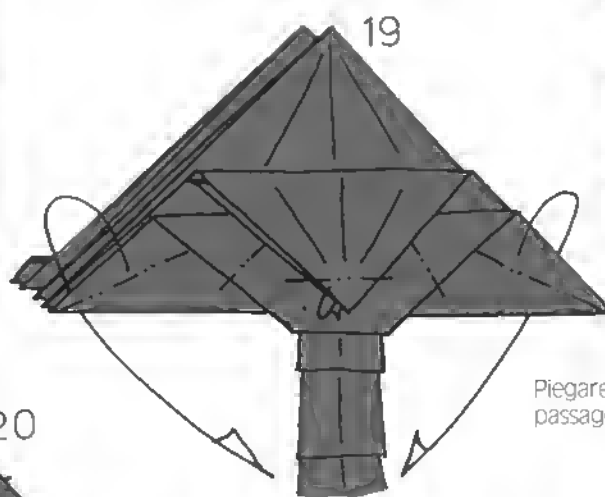
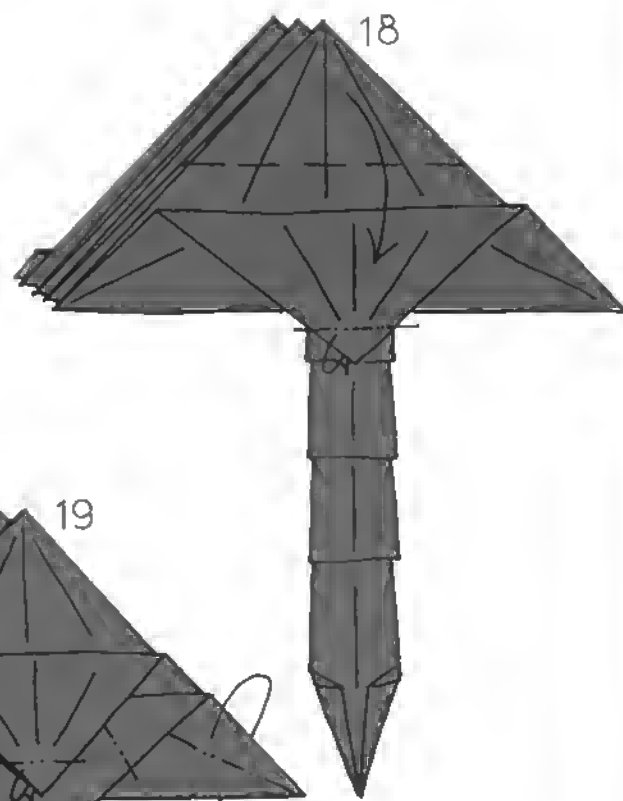
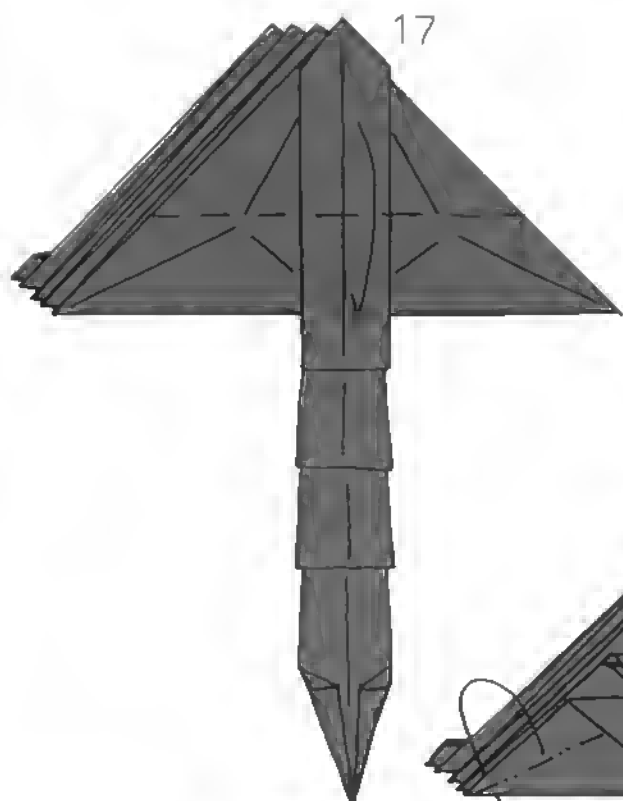
14
Riaprire il primo lembo



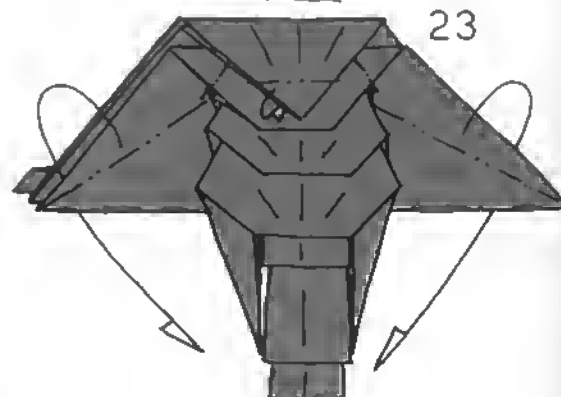
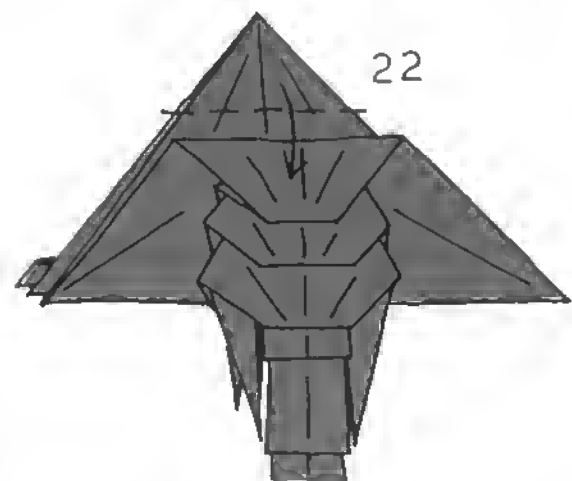
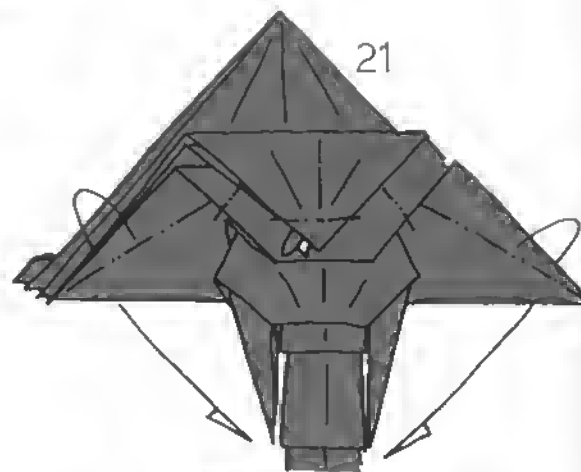
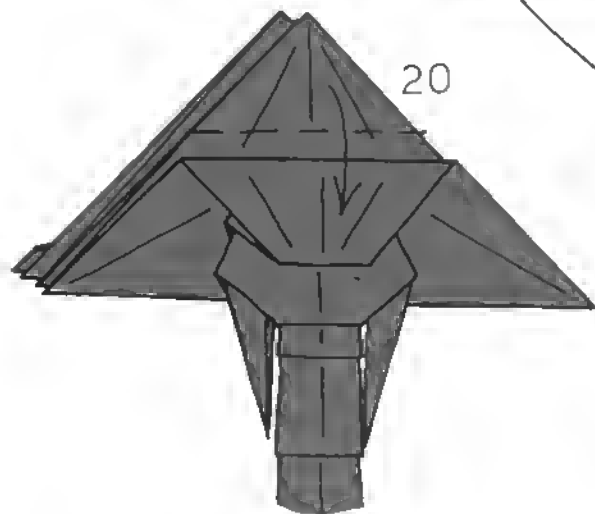
15
Piegare a fisarmonica e dopo richiudere

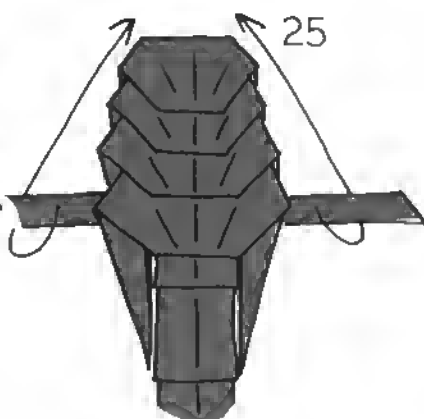
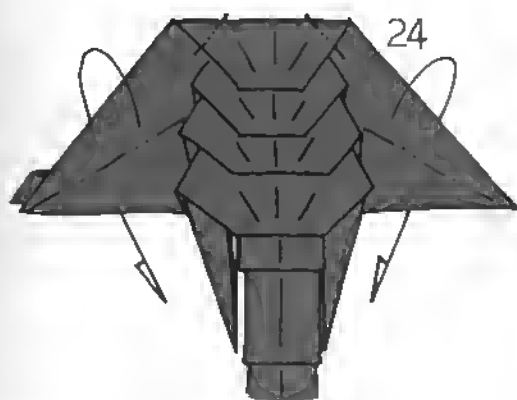


16
Così, ora girare la figura



Piegare sulle pieghe segnate al passaggio 10

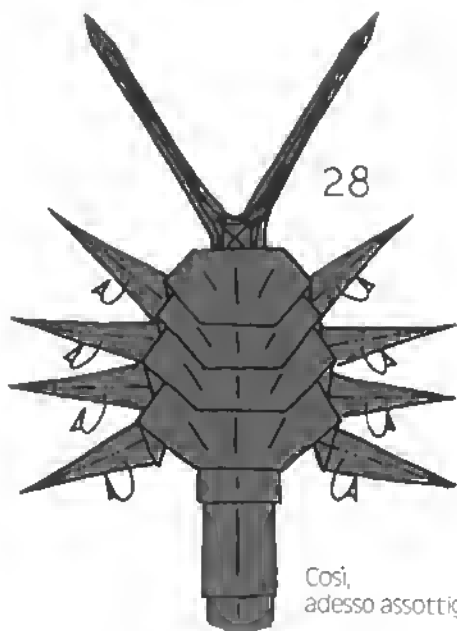




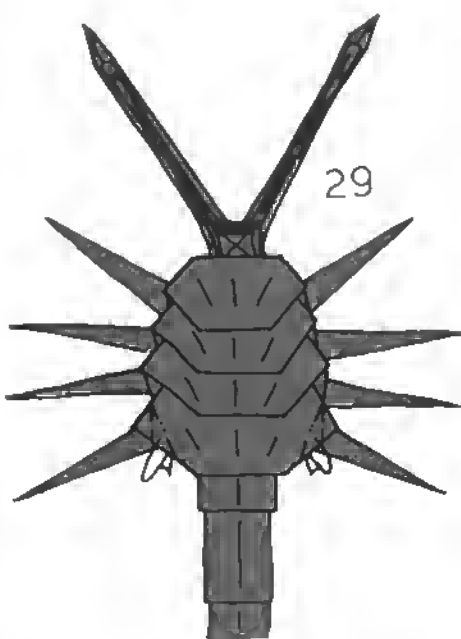
Tirare in fuori ancora un po' le punte (a) e (b)

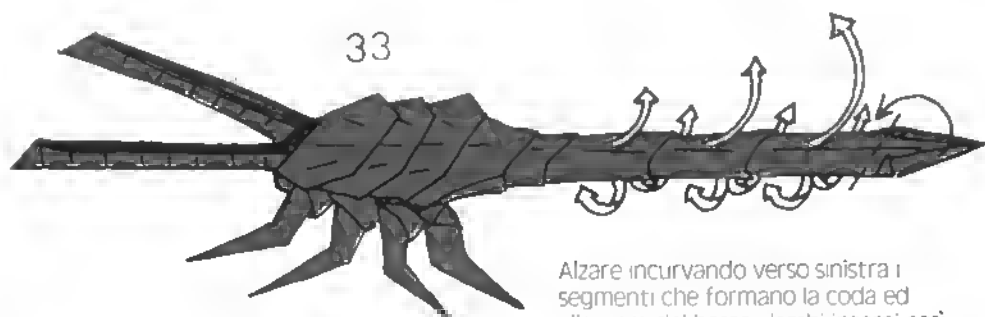
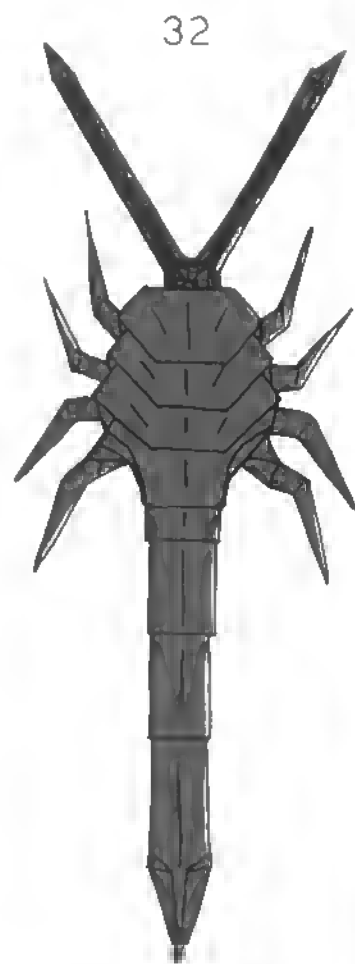
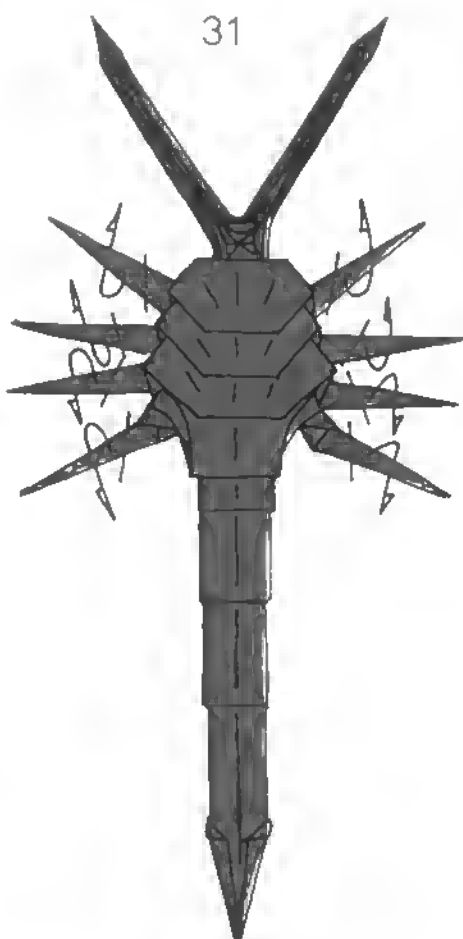
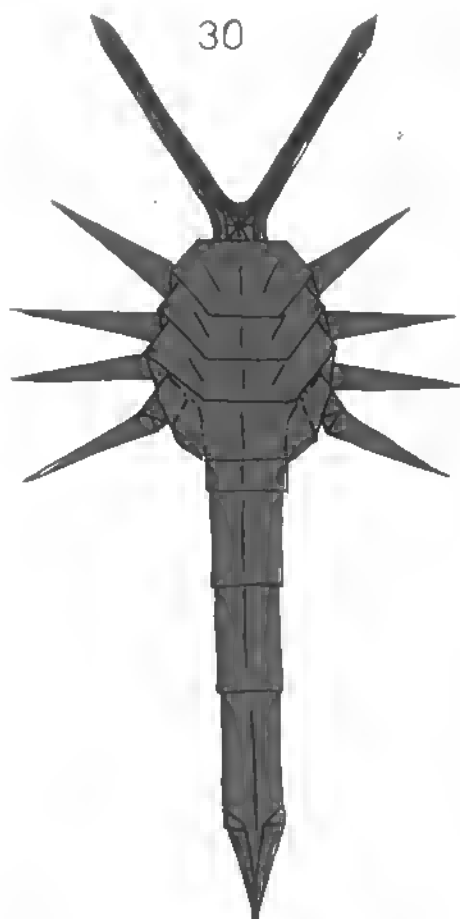


Piegare le zampe, disponendole a raggiera intorno al corpo

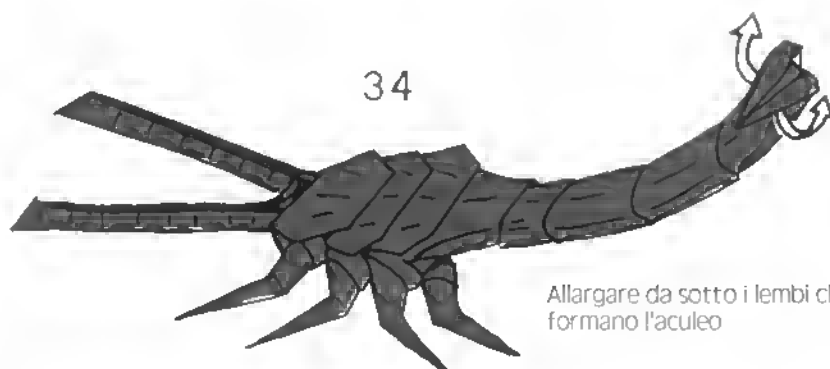


Così, adesso assottigliare

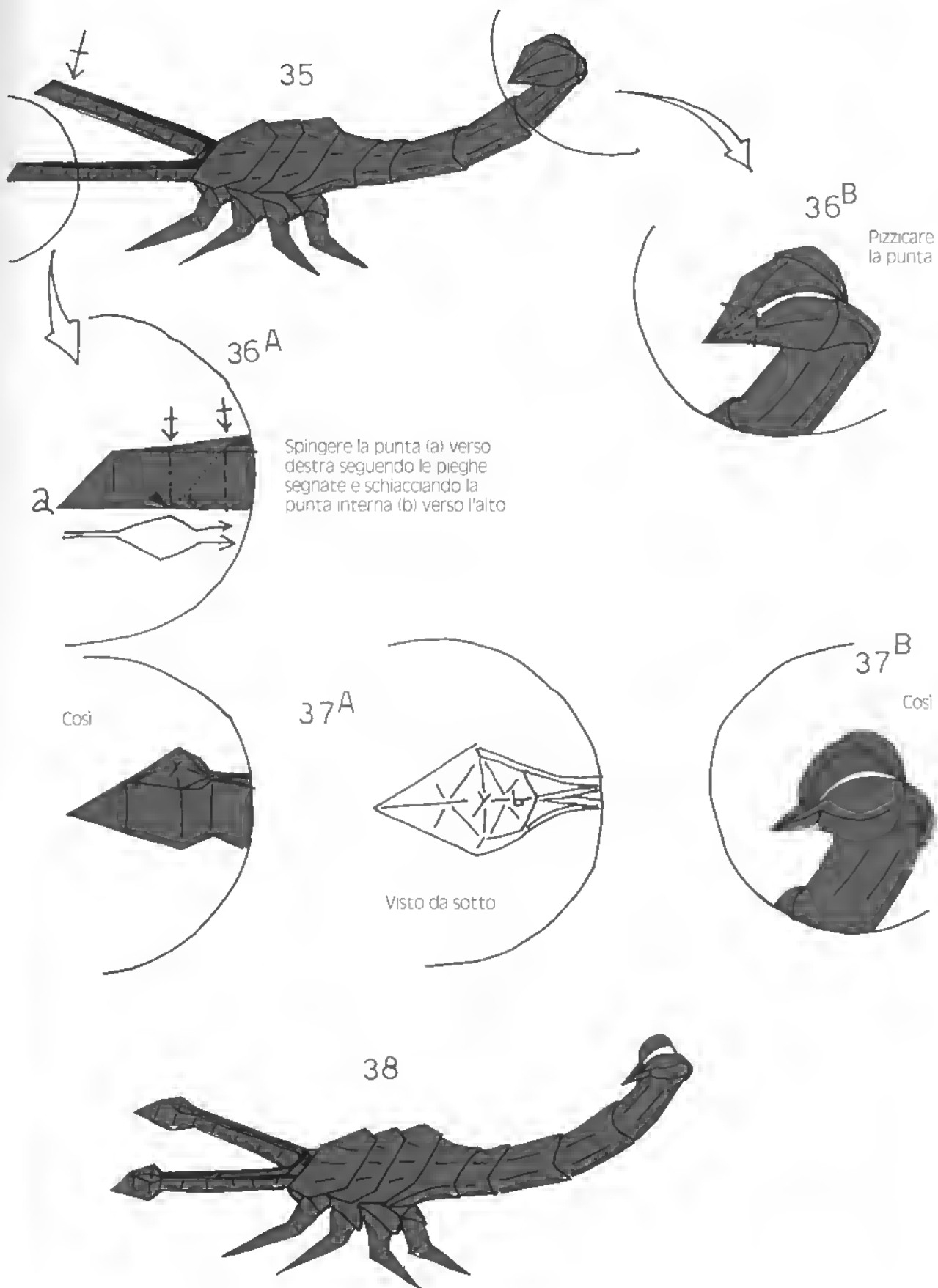




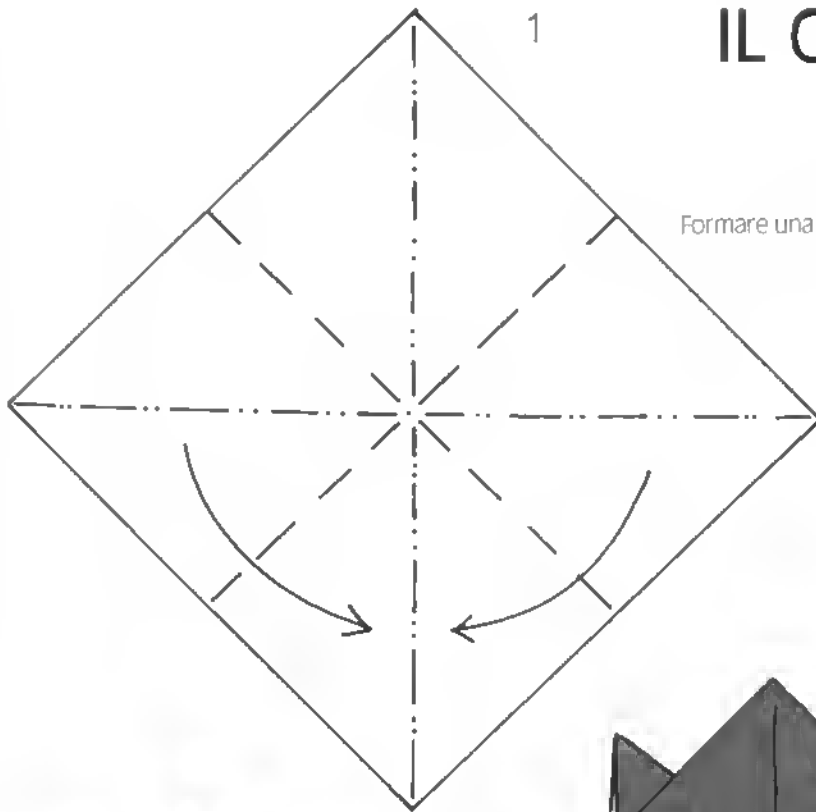
Alzare incurvando verso sinistra i
segmenti che formano la coda ed
allargare dal basso i lembi interni così
da dare tridimensionalità



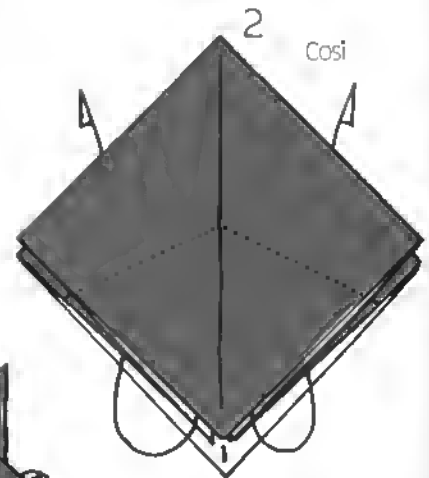
Allargare da sotto i lembi che
formano l'aculeo



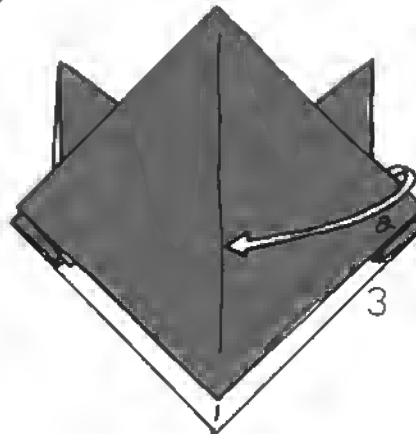
IL GATTINO (testa)



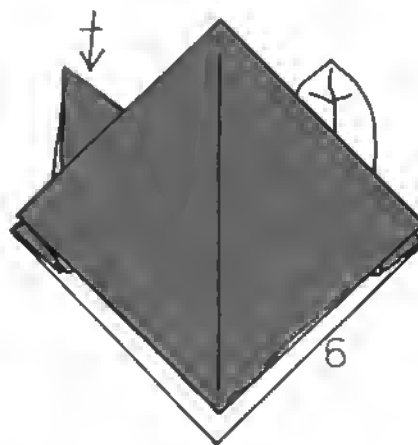
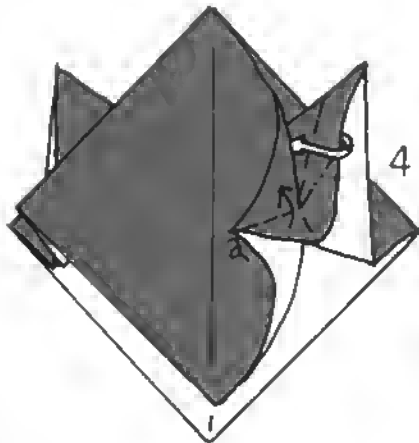
Formare una base preliminare



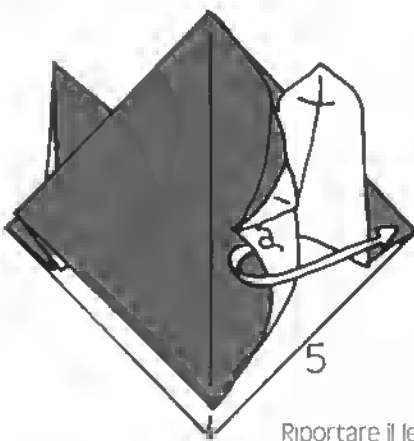
Così



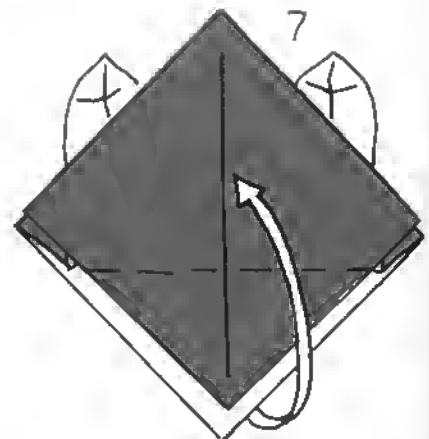
Girare verso sinistra il lembo (a) senza piegare

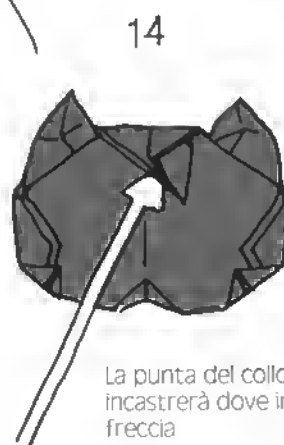
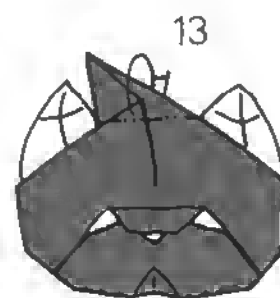
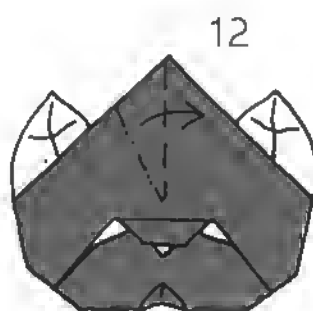
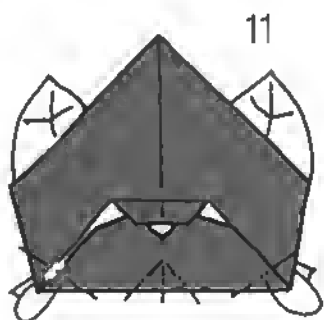
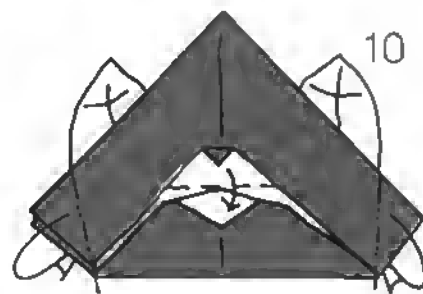
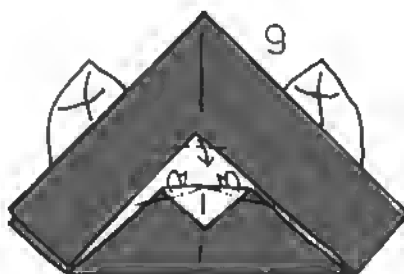
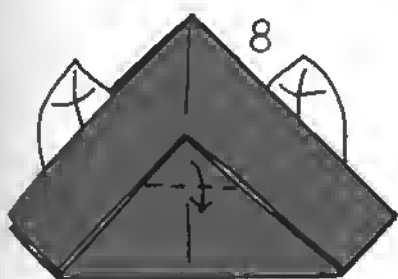


Ripetere dal passaggio 3 al passaggio 6 per l'altro lato



Riportare il lembo (a) verso destra

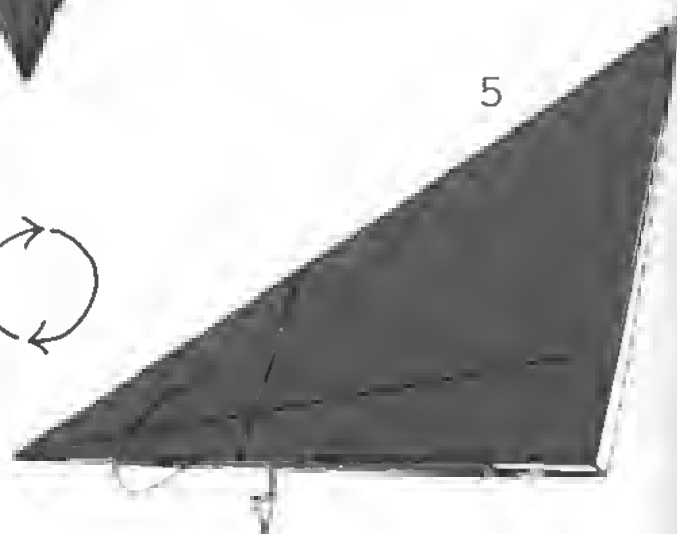
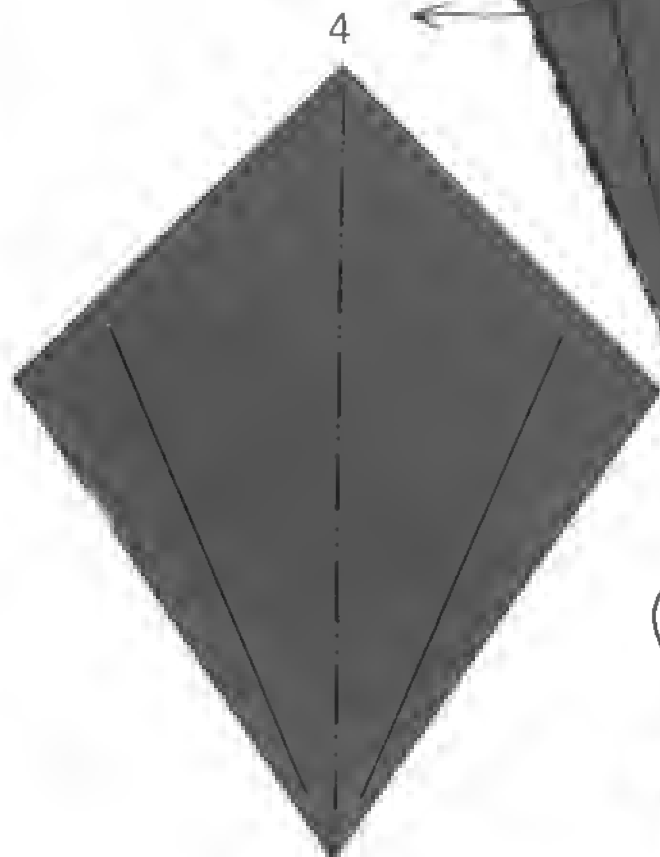
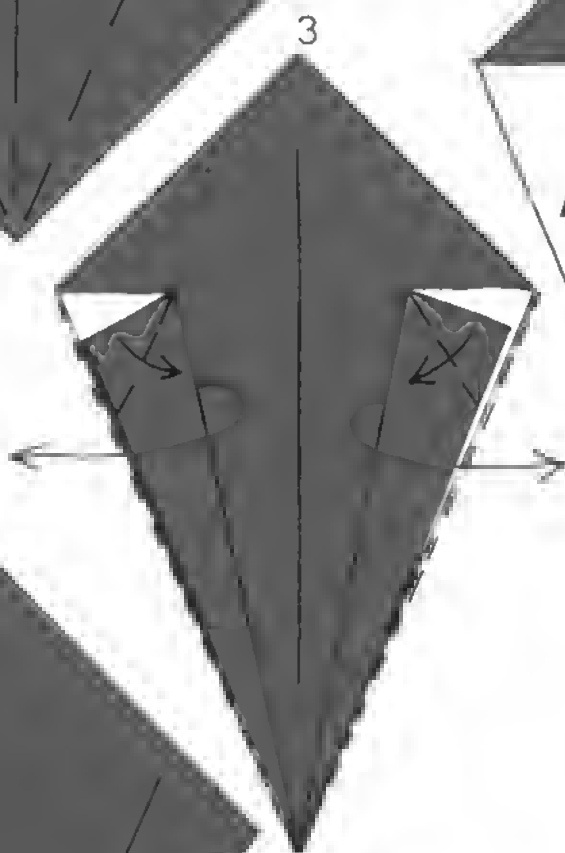
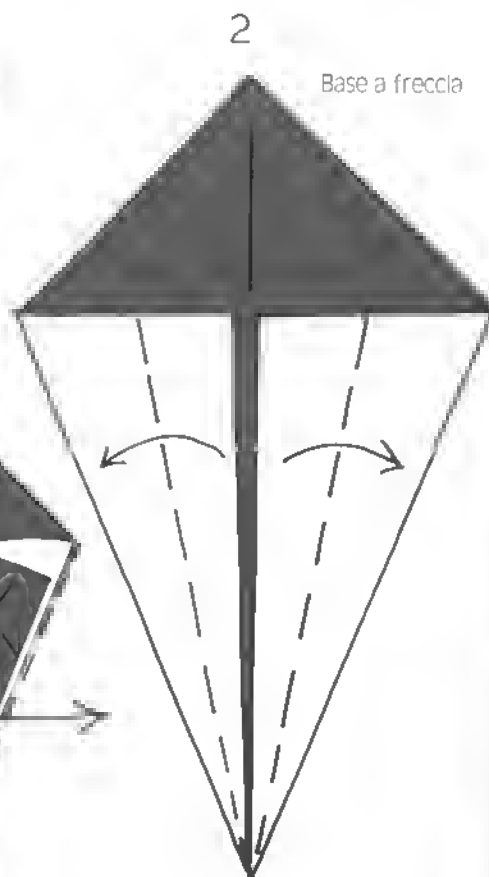
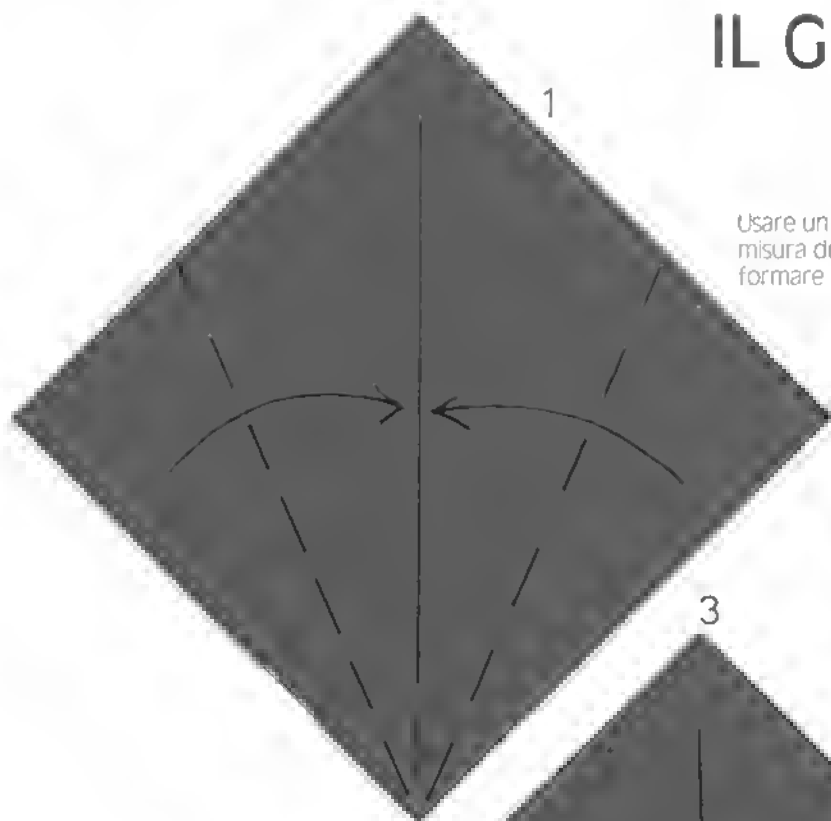




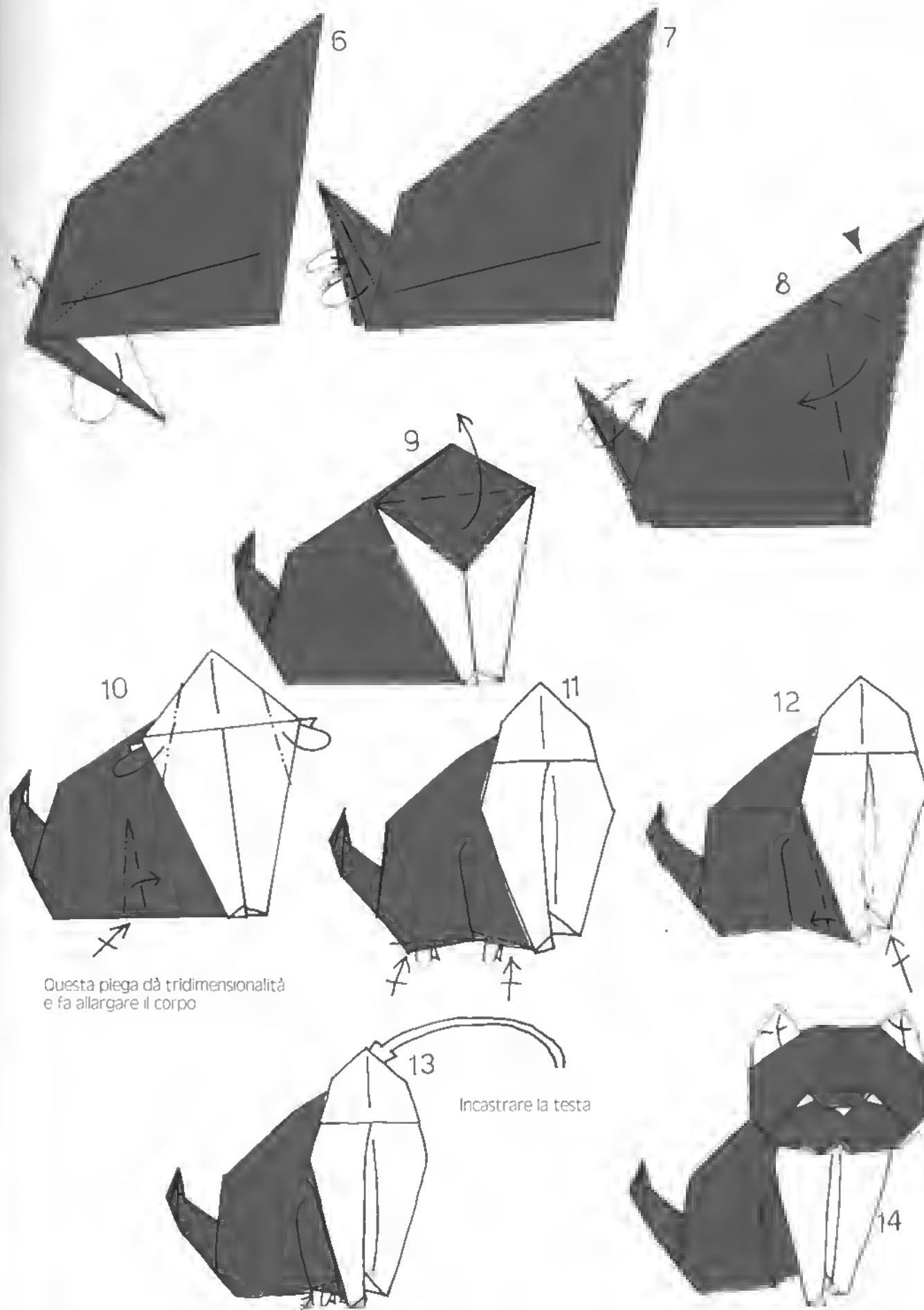
La punta del collo si
incastrerà dove indica la
freccia

IL GATTINO (corpo)

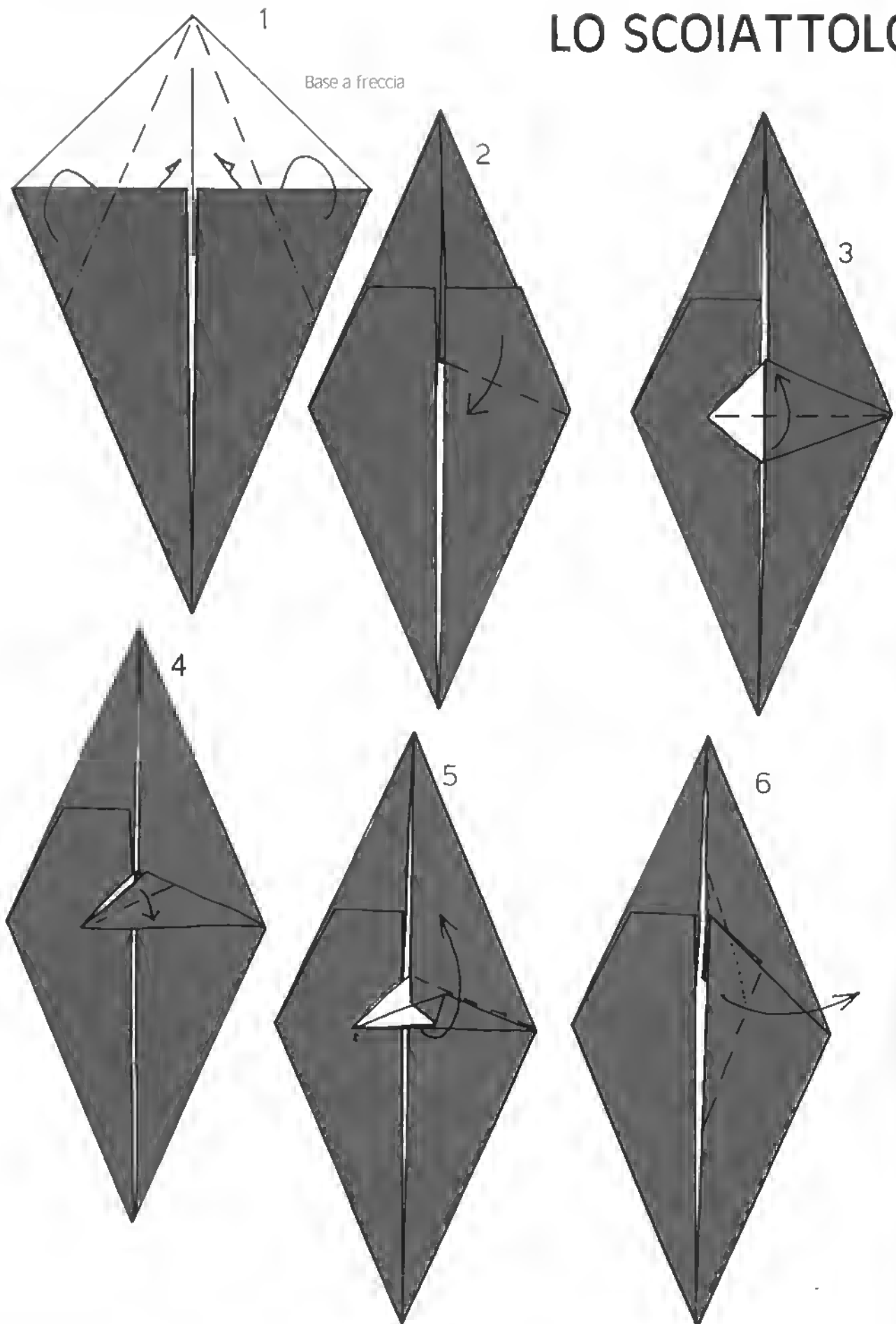
Usare un foglio di uguale
misura di quello usato per
formare la testa

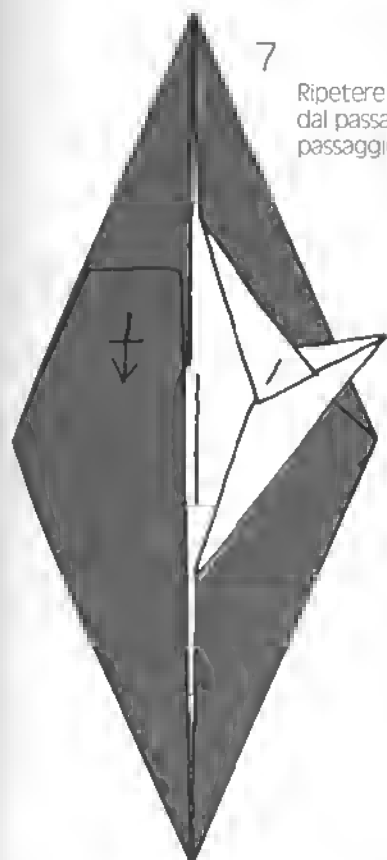


D)



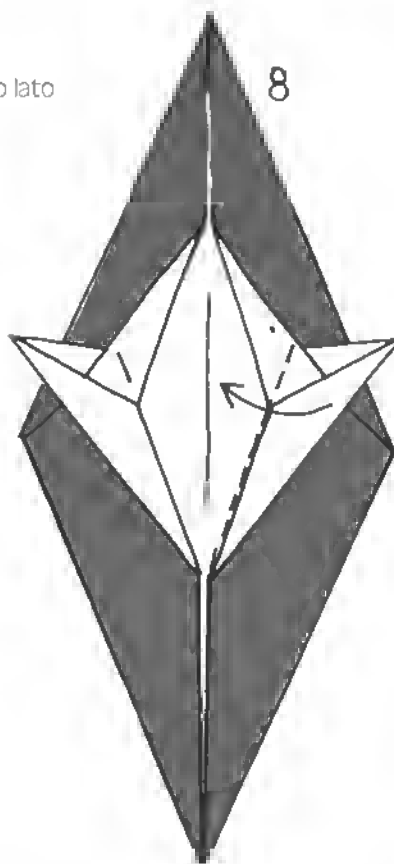
LO SCOIATTOLO



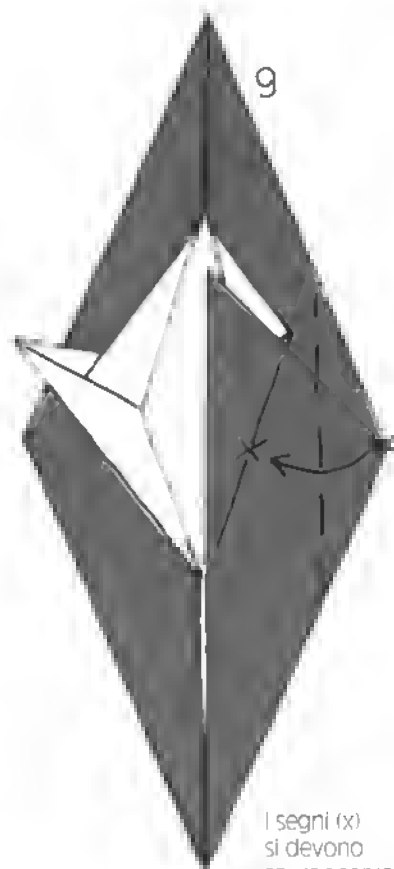


7

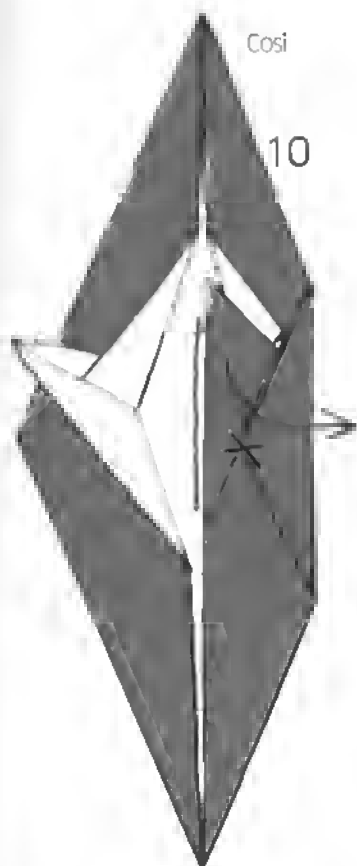
Ripetere per l'altro lato
dal passaggio 2 al
passaggio 7



8

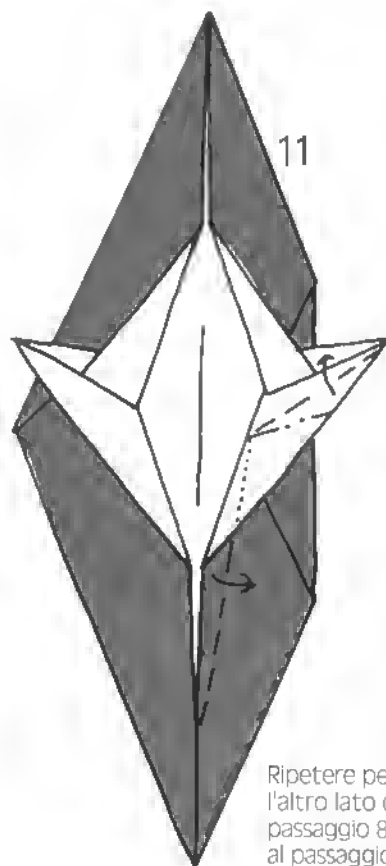


I segni (x)
si devono
sovrapporre

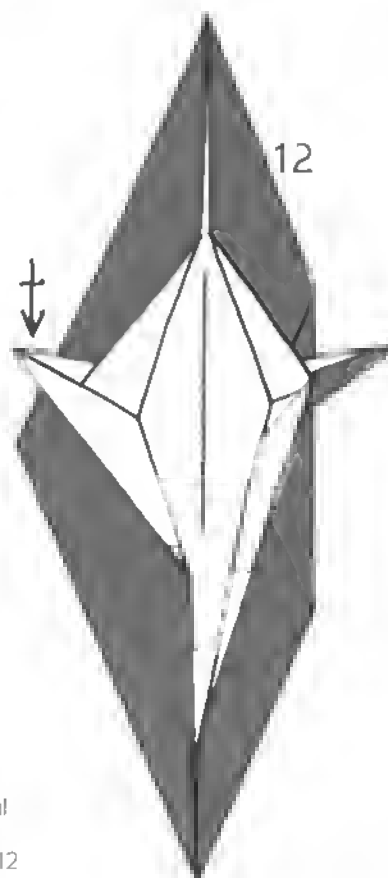


Così

10

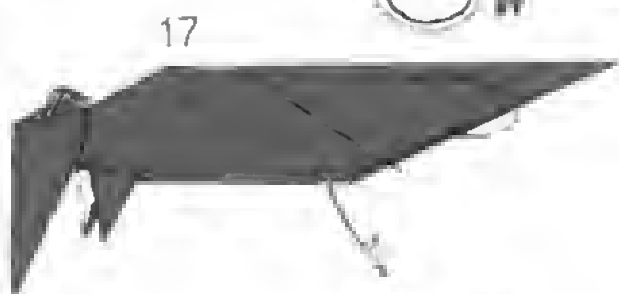
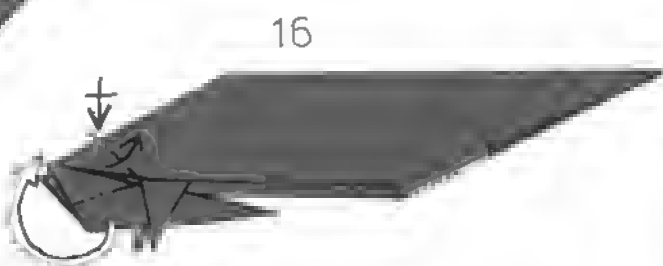
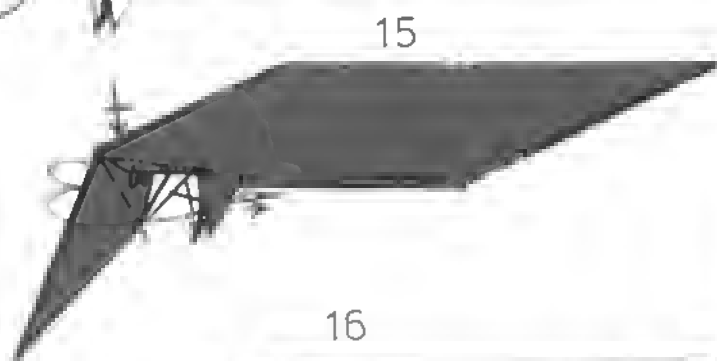
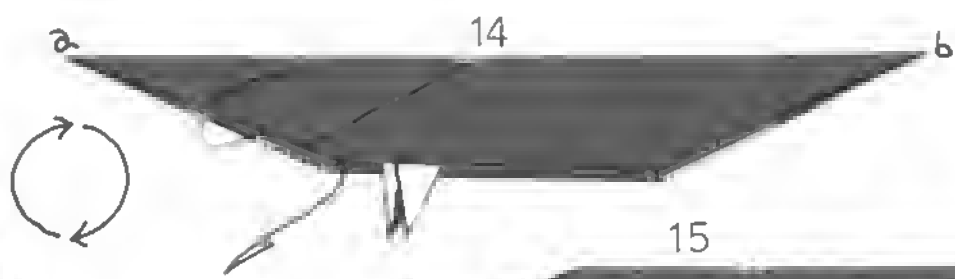
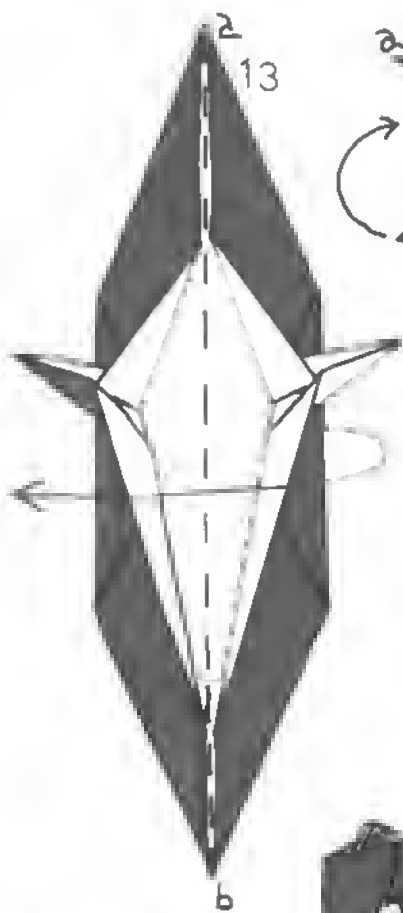


11

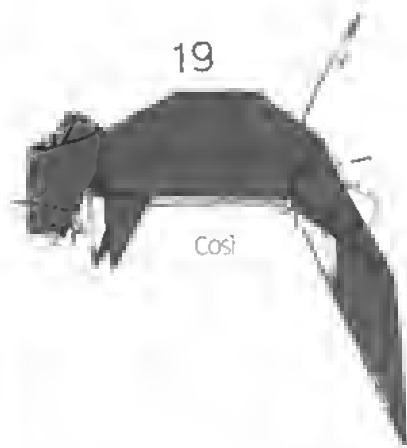


12

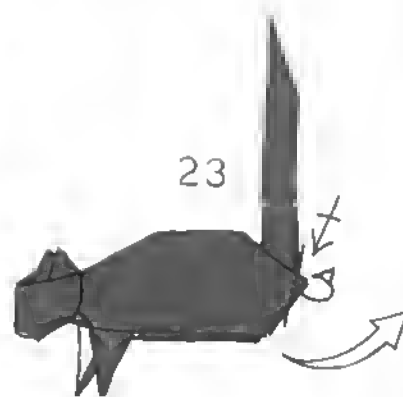
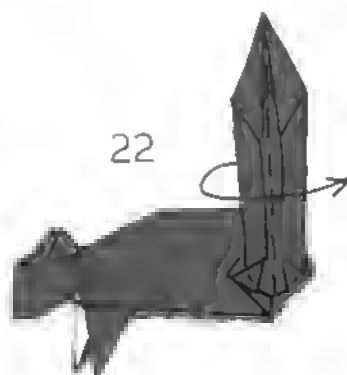
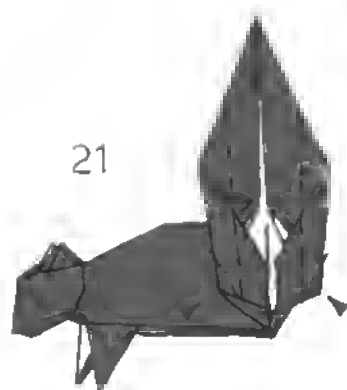
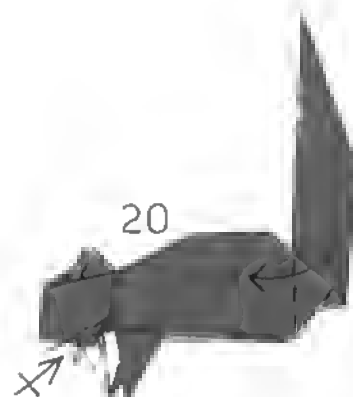
Ripetere per
l'altro lato dal
passaggio 8
al passaggio 12

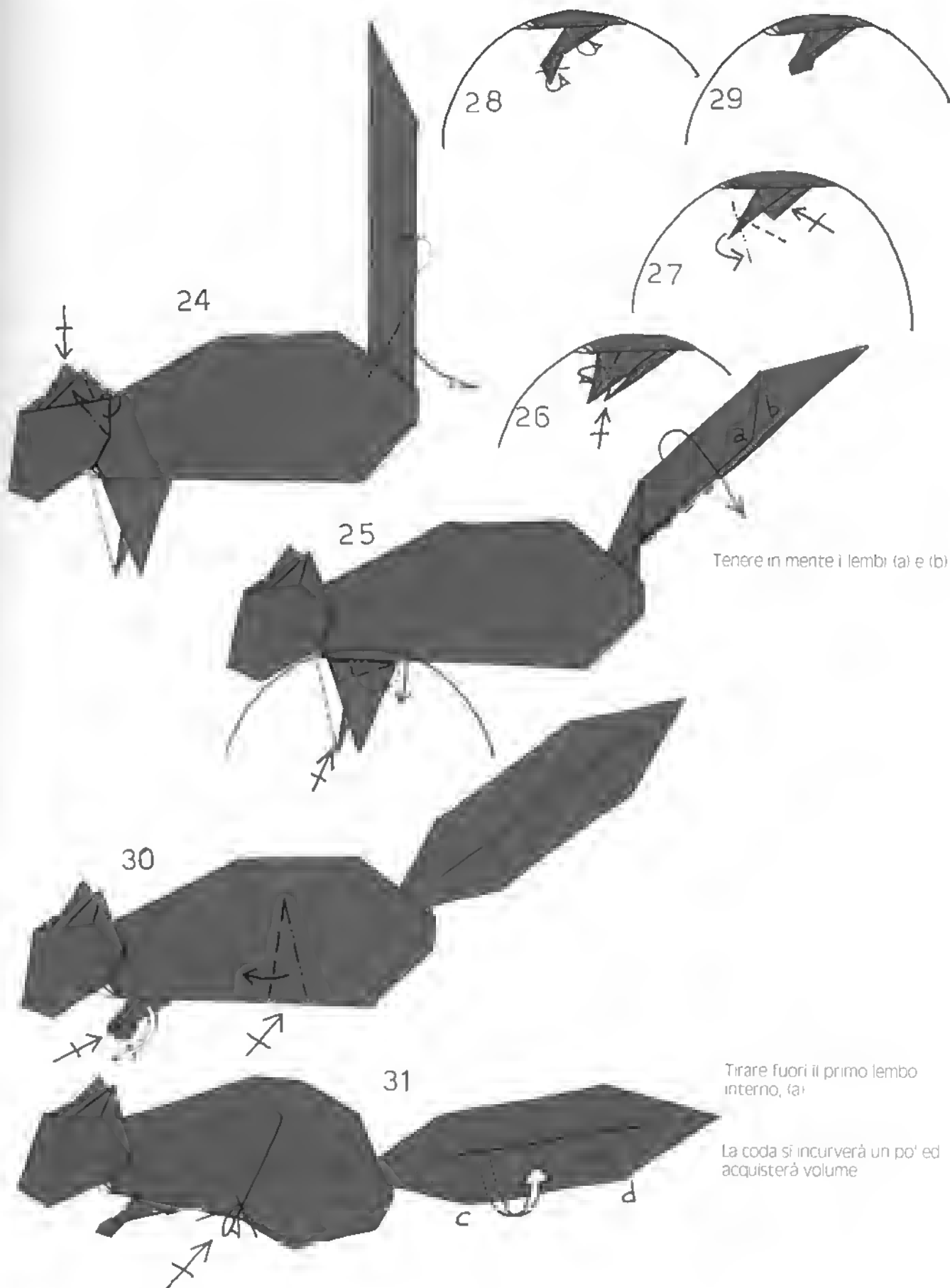


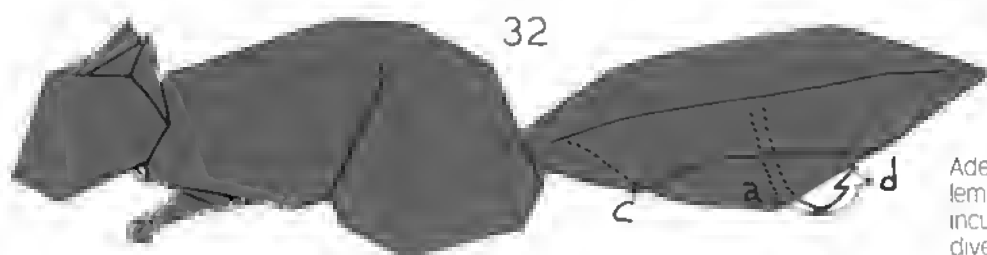
I segni (x) si devono sovrapporre



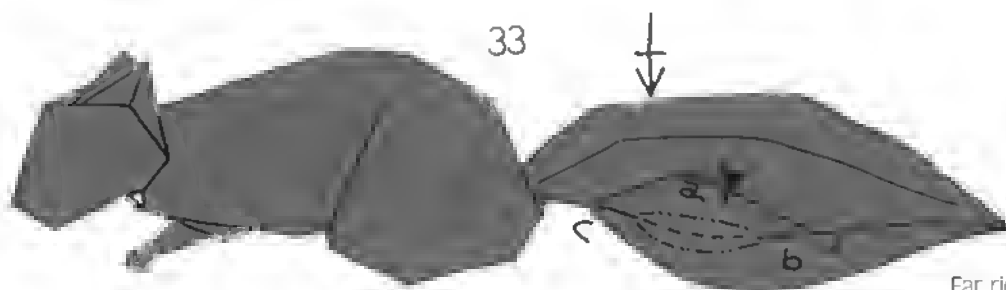
Così







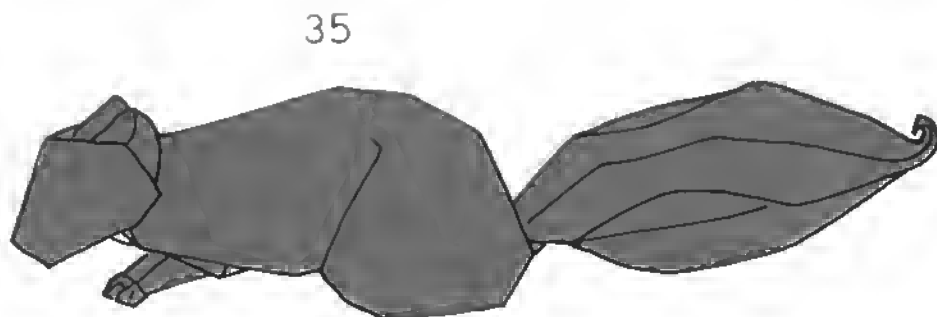
Adesso tirare fuori il secondo lembo interno (b), la coda si incurverà ancora di più e diventerà più voluminosa



Far rientrare il punto (a) per bloccare la piega e ripetere per l'altra metà della coda



Allargare arrotondando le orecchie ed arrotolare la punta della coda





Dal basso verso l'alto: il gamberetto (pag. 26); il granchio (pag. 20), il cavalluccio marino (pag. 23), a destra una variante; la conchiglia (pag. 28); il pesce 2 (pag. 14); il pesce tropicale (pag. 18), il pesce 1 (pag. 12); la sardina (pag. 15)



Il pesce volante (pag. 30)

La farfalla (pag. 88)





Il merlo (pag. 105)



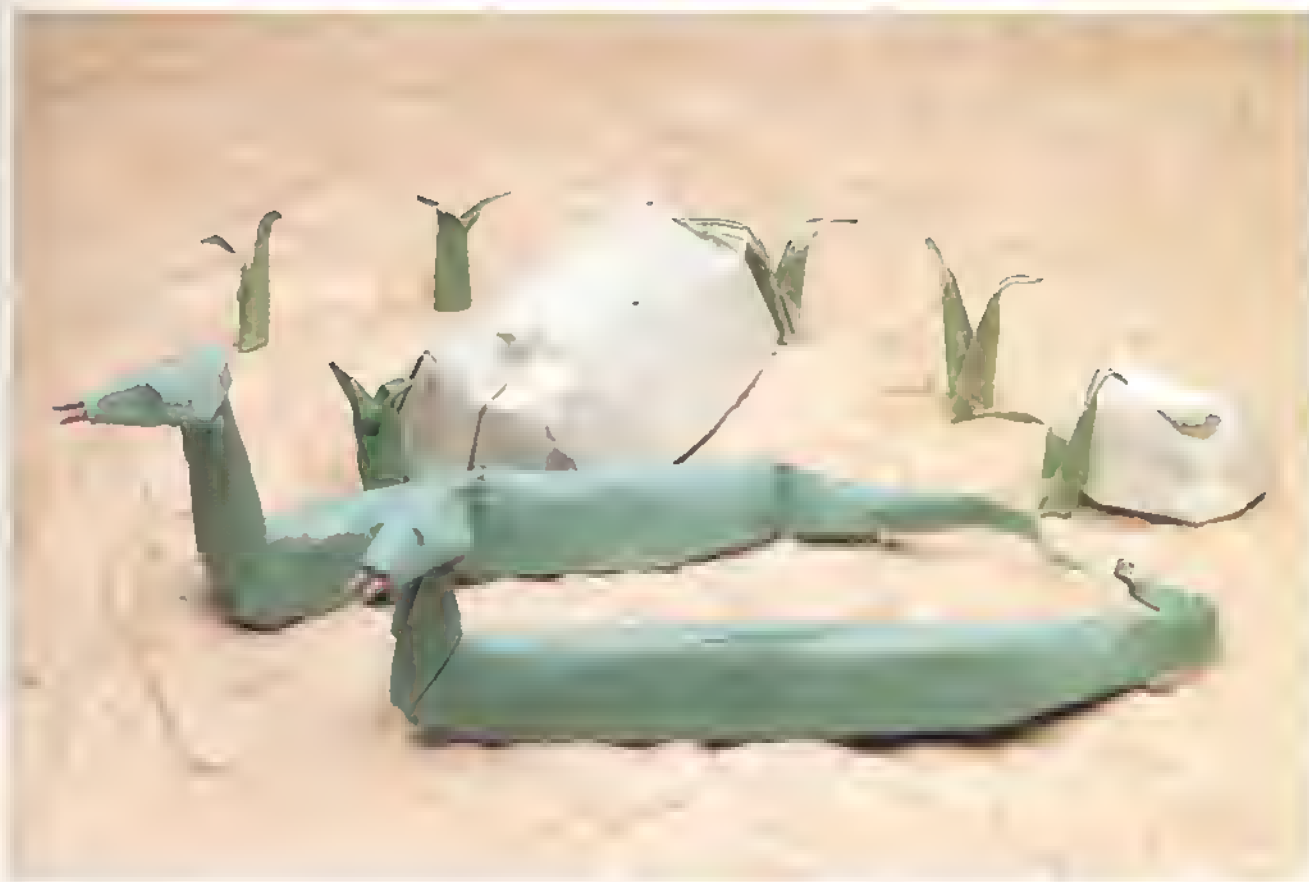
Lo scoiattolo (pag. 60)



Il topolino (pag. 75)

Il pipistrello 1 (pag. 110): il secondo dal basso a sinistra, appeso al centro alcune varianti. Nell'angolo a destra il pipistrello 2 (pag. 116), sopra in mezzo ed in basso a sinistra alcune varianti.





Il serpentello (pag. 73)

Dal basso verso l'alto: la rana (pag. 37) e la libellula (pag. 92)





Due ragni (pag. 76) e, in mezzo, lo scorpione (pag. 48).

Dal basso verso l'alto: la chiocciola 2 (pag. 46), l'onisco (pag. 40), in basso a destra una variante arrotolata; il millepiedi (pag. 43); la chiocciola 1 (pag. 45), a destra una variante.





Il gattino (pagg. 56/59)

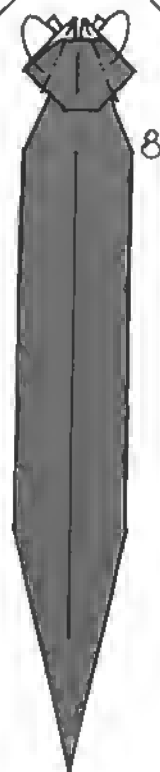
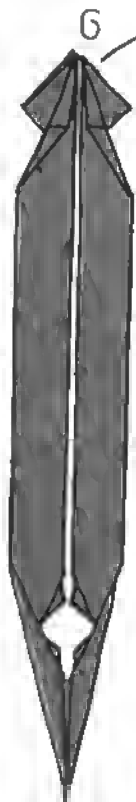
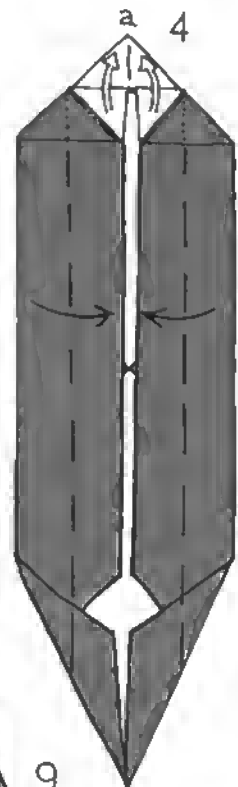
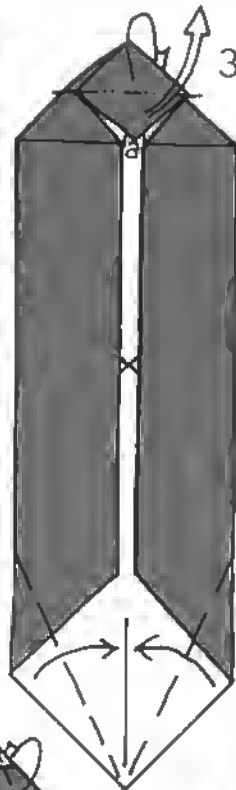
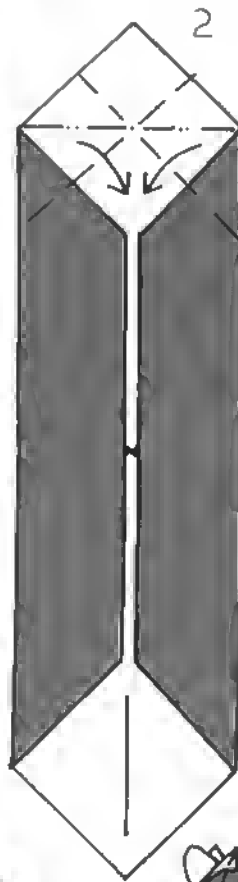
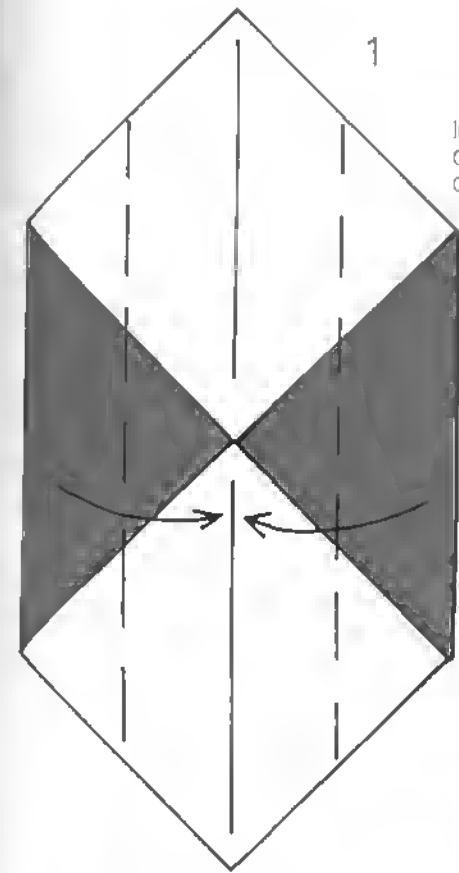
Il passerotto (pag. 102)

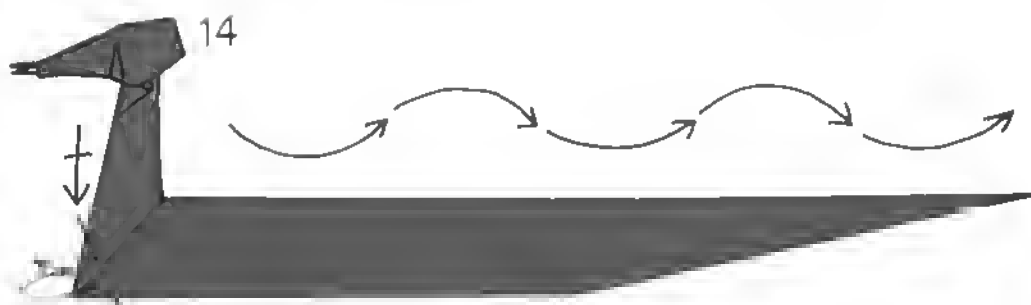
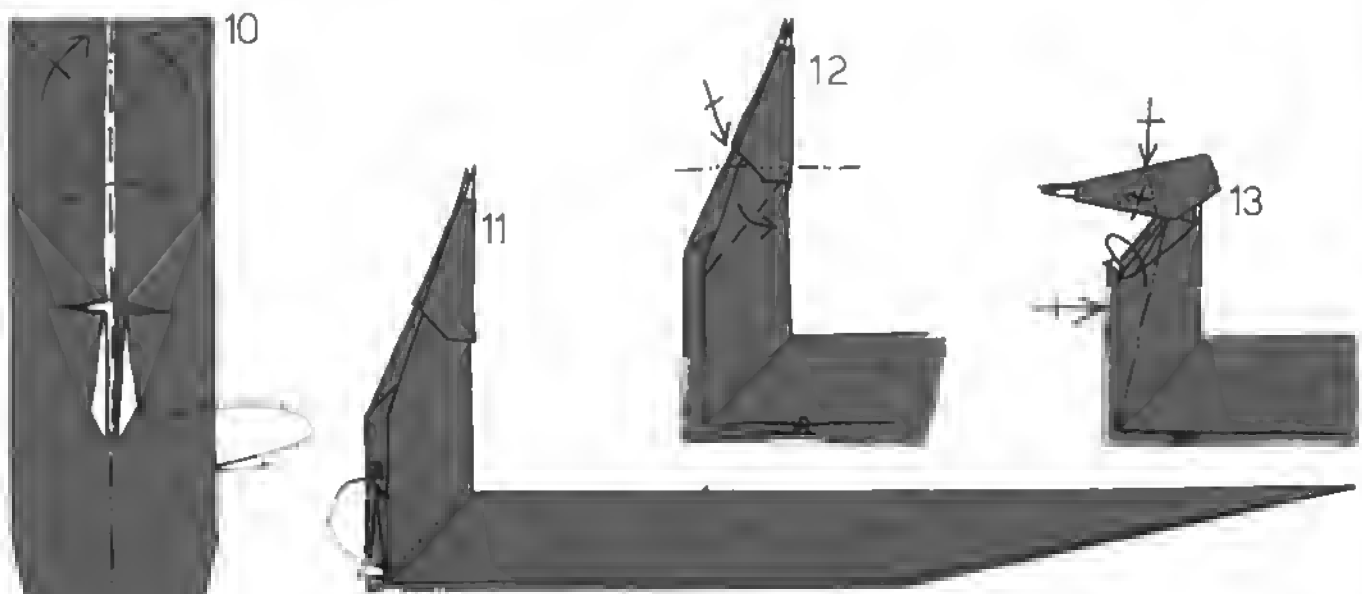




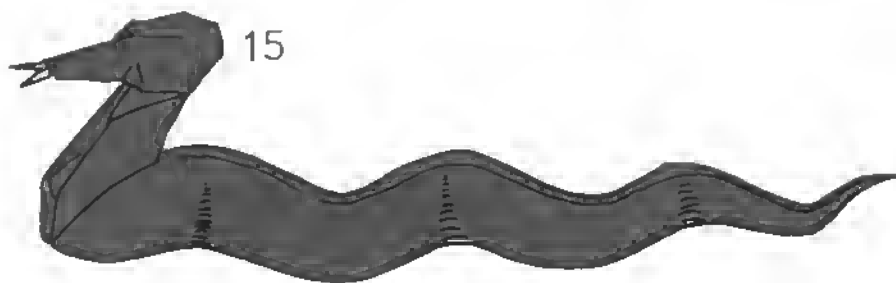
IL SERPENTELLO

Iniziare con un quadrato con
due angoli opposti portati al
centro

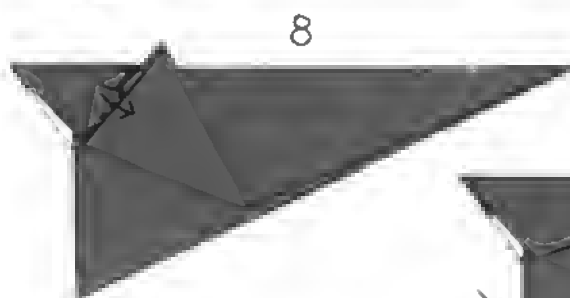
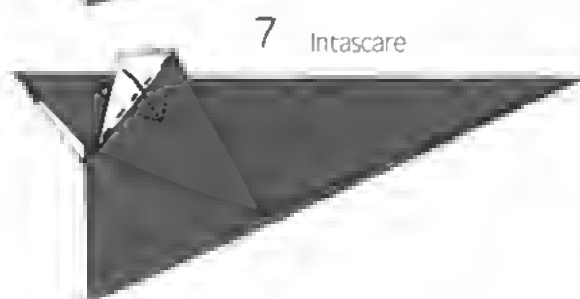
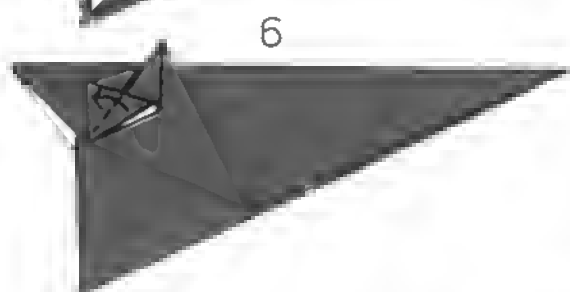
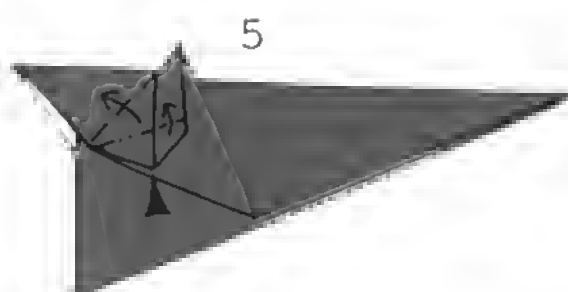
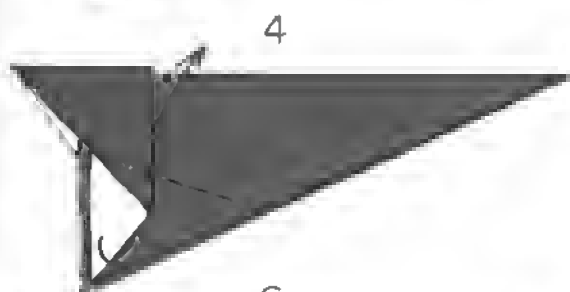
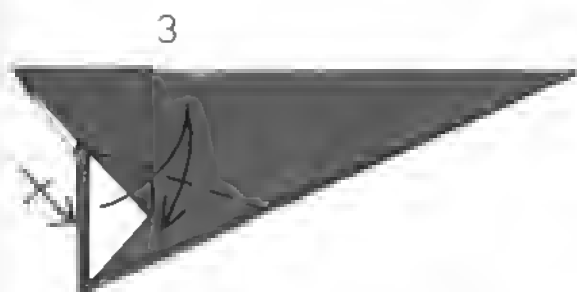
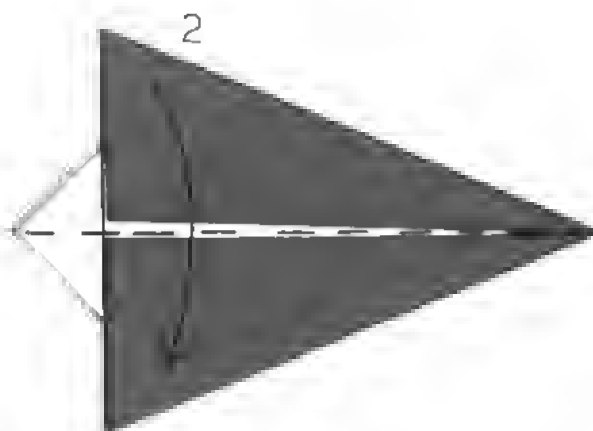
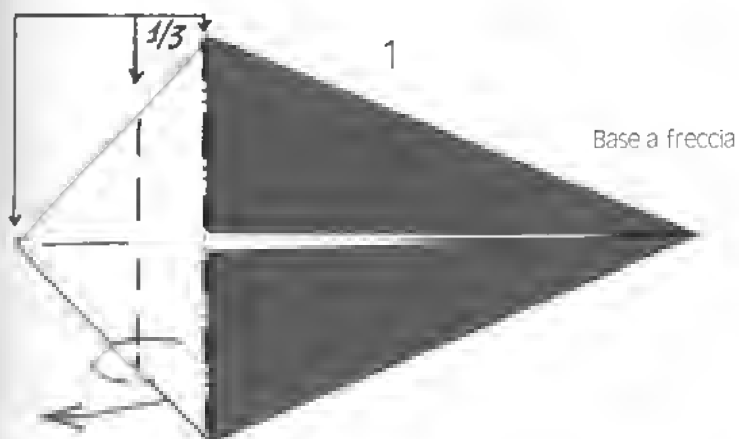




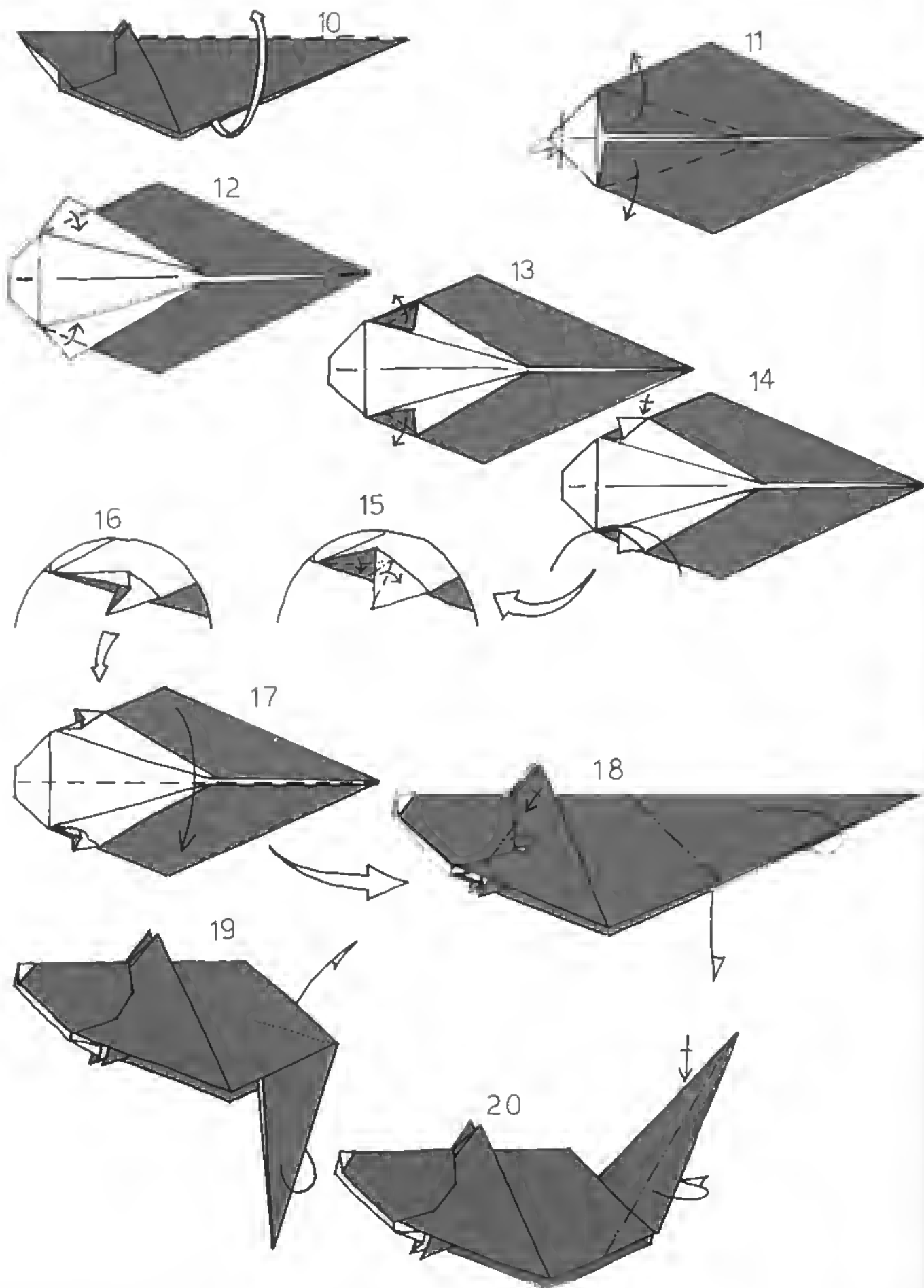
Divaricare le due punte che formano la lingua ed ondulare il corpo

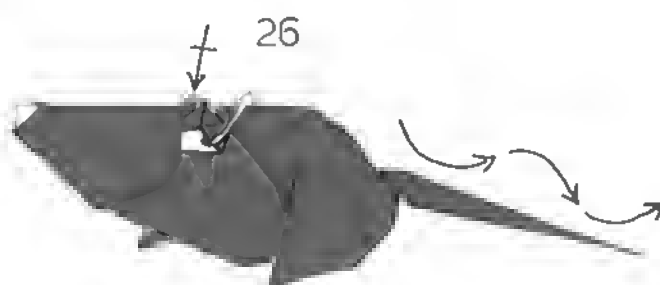
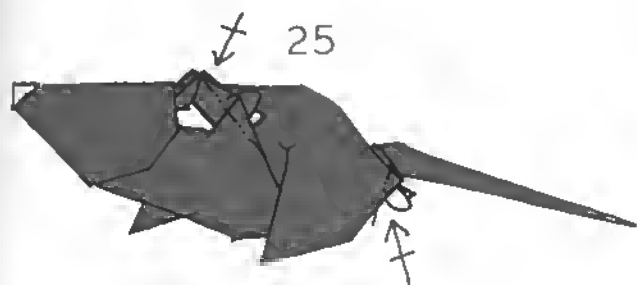
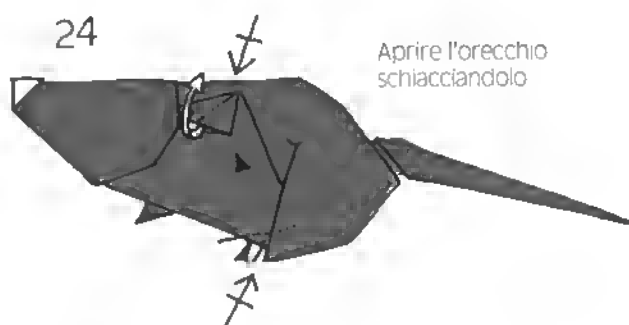
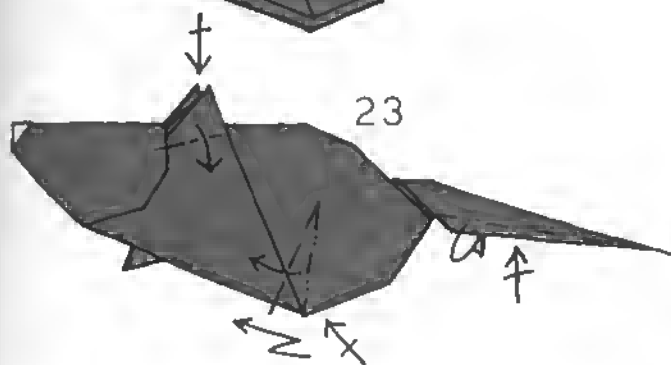
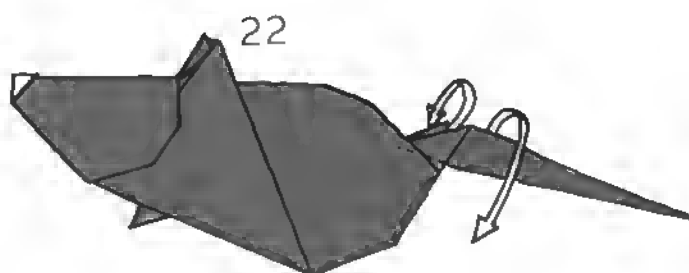
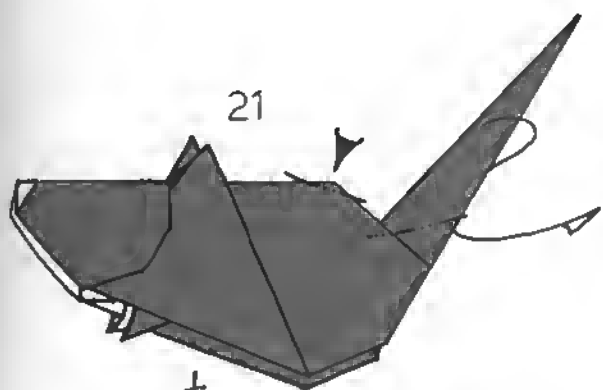


IL TOPOLINO



Ripetere per l'altra punta dal passaggio 3 al passaggio 8



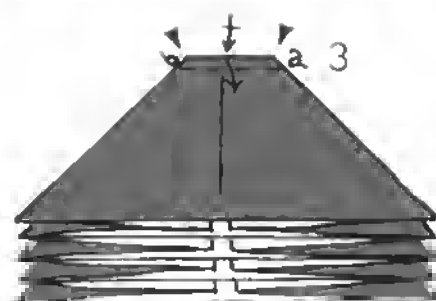
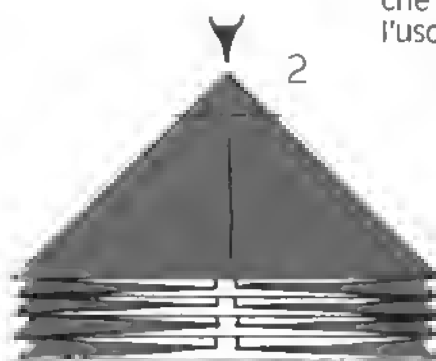
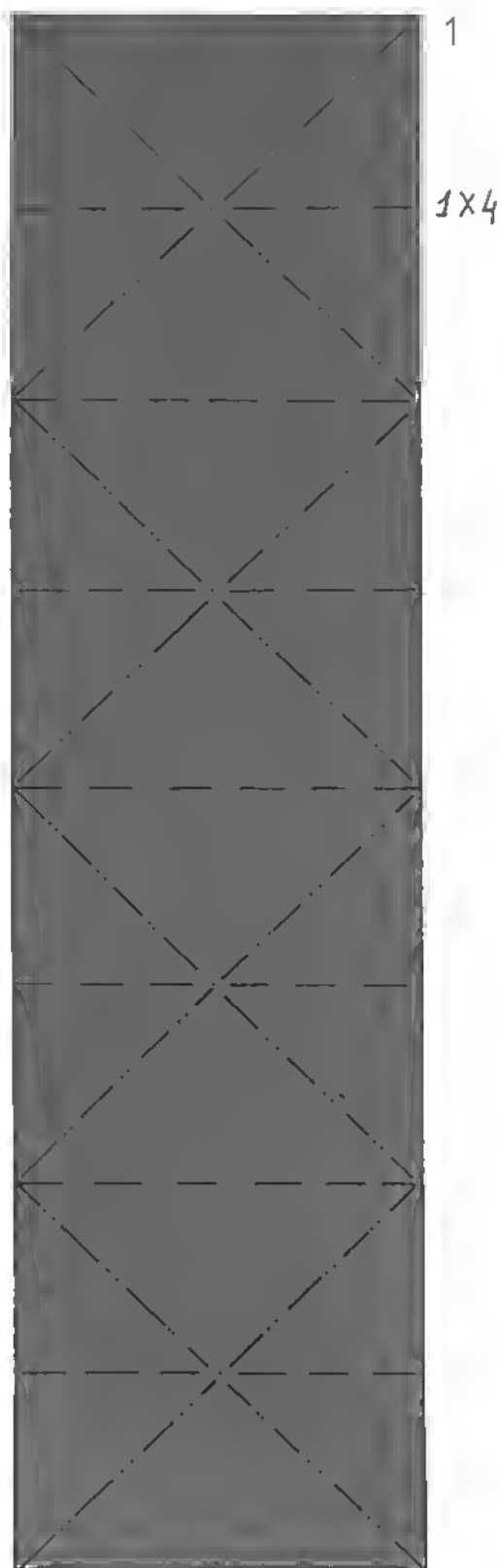


Arrotondare le orecchie alzandole ed ondulare la coda

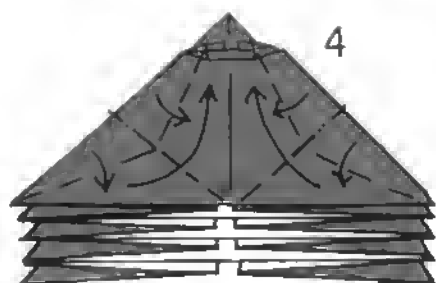


IL RAGNO

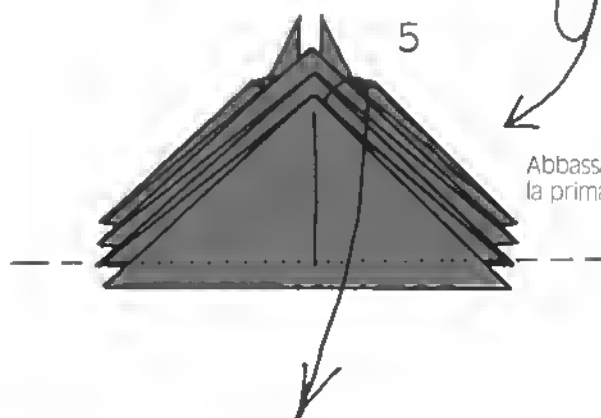
Si tratta di un modello difficile come lo scorpione; anche per questo consiglio l'uso di carta metallizzata.



Piegare a valle schiacciando gli angolini (a) e (b), ripetere dietro

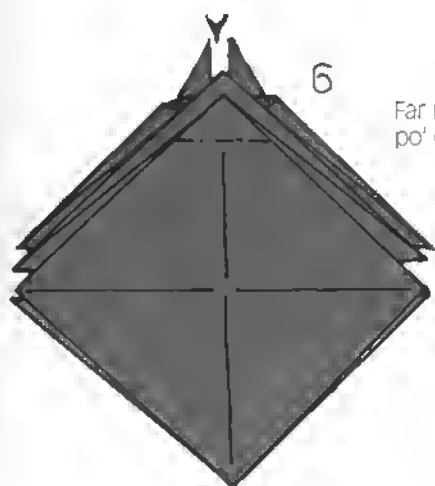


Piegare e riportare nella posizione iniziale poi girare

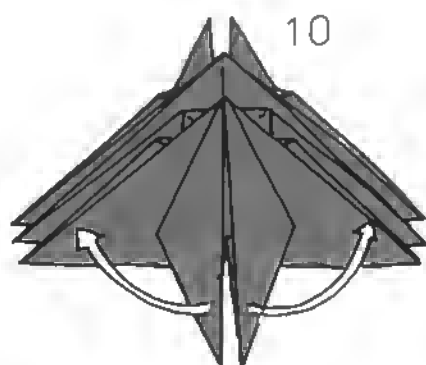
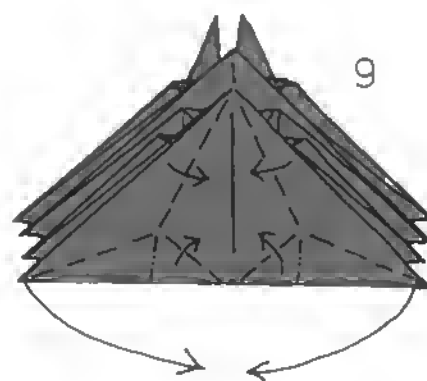
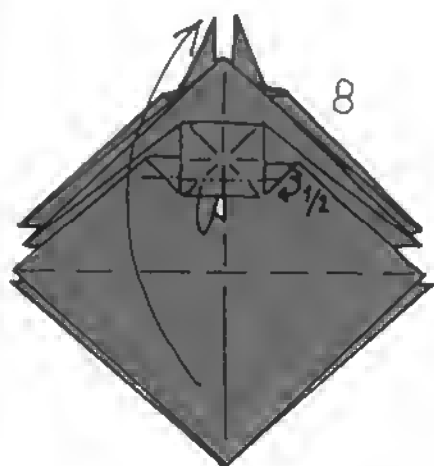
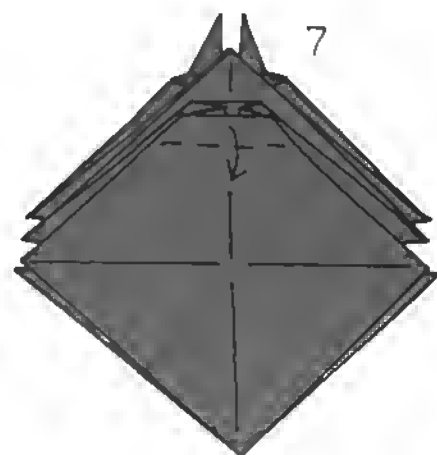


Abbassare completamente la prima punta

di-
an-
glio
ta.

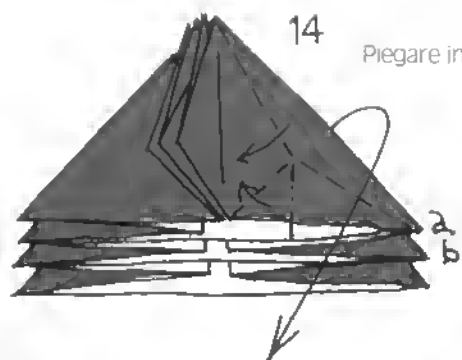
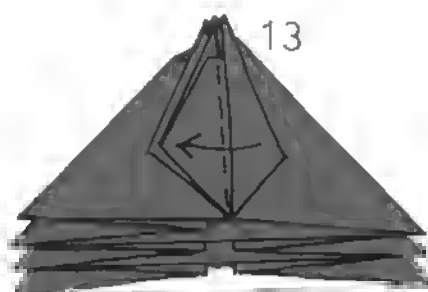
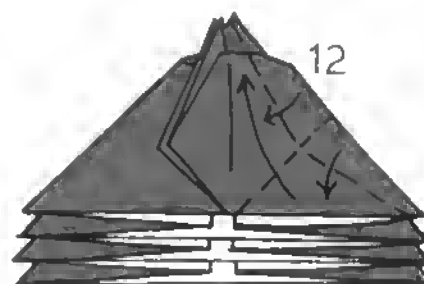
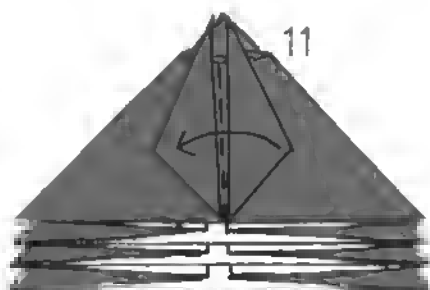


Far rientrare la punta, ma un po' di più che nella fig. 2

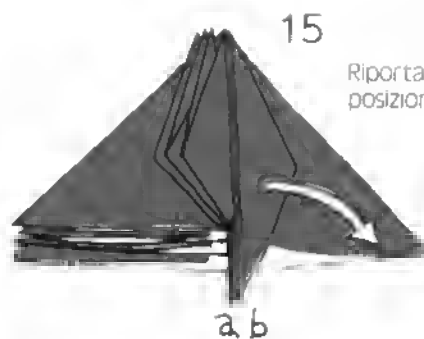


Riportare le punte nella posizione iniziale e girare la figura

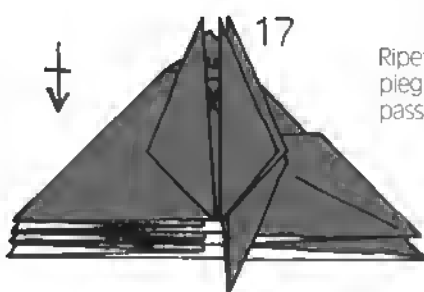
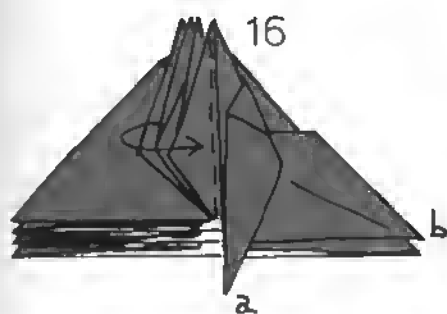




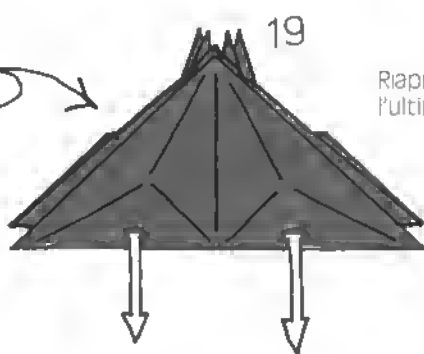
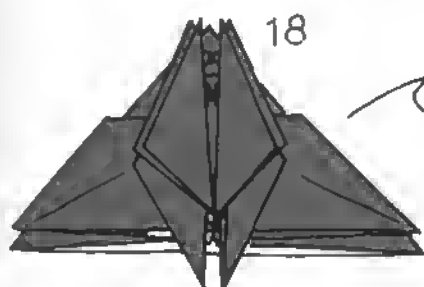
Piegare insieme le punte (a) e (b)



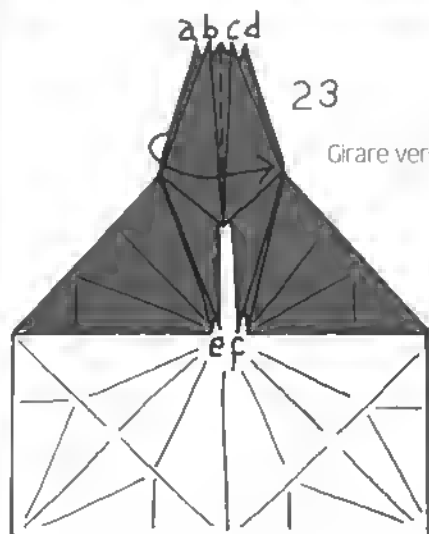
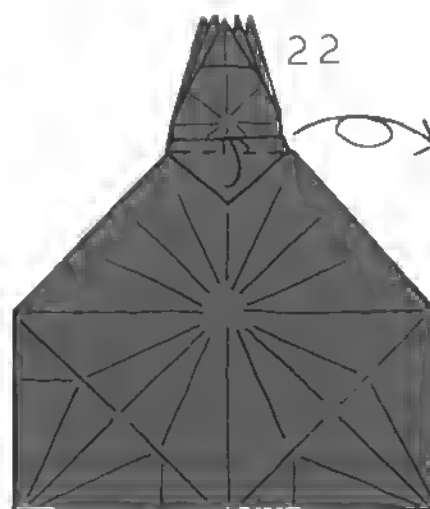
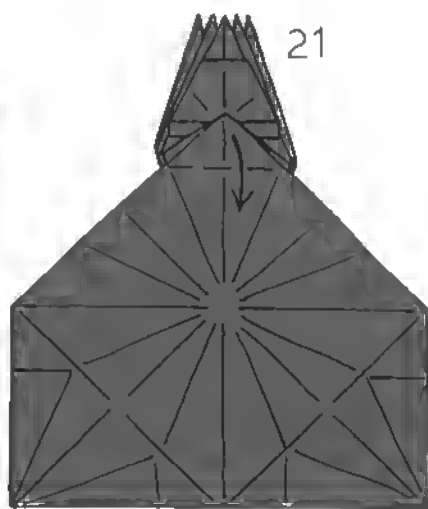
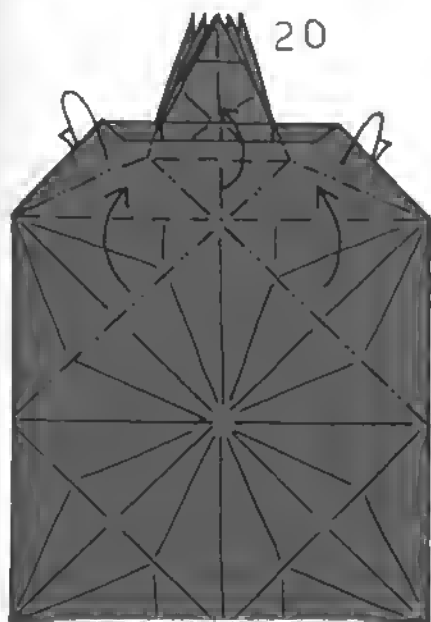
Riportare la punta (b) nella posizione iniziale



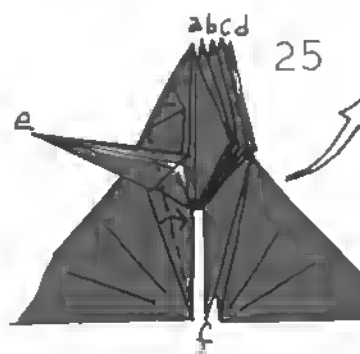
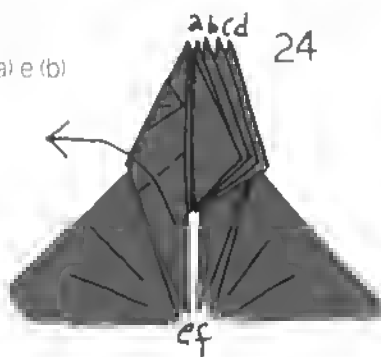
Ripetere per l'altro lato le pieghe dal passaggio 11 al passaggio 16

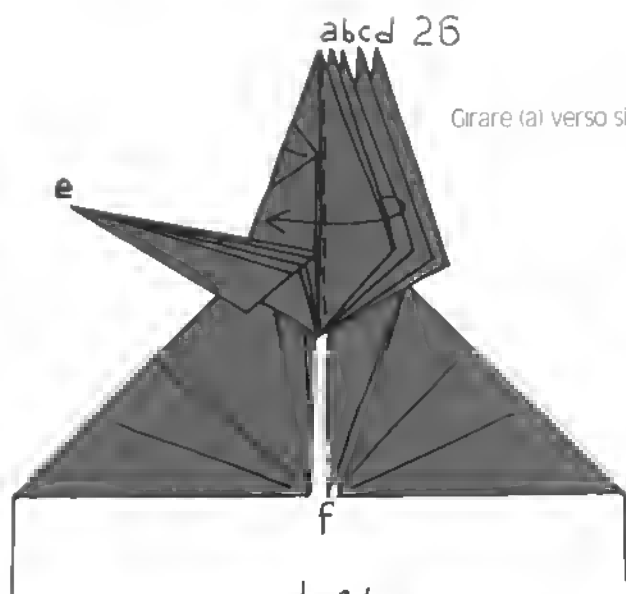


Riaprire completamente l'ultima base

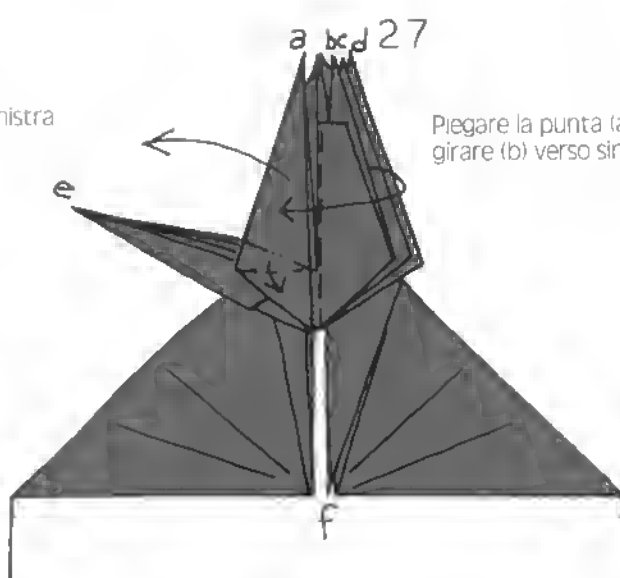


Girare verso destra (a) e (b)

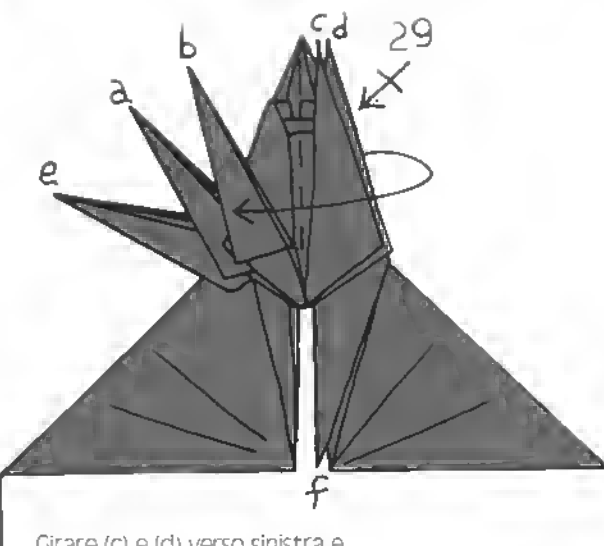
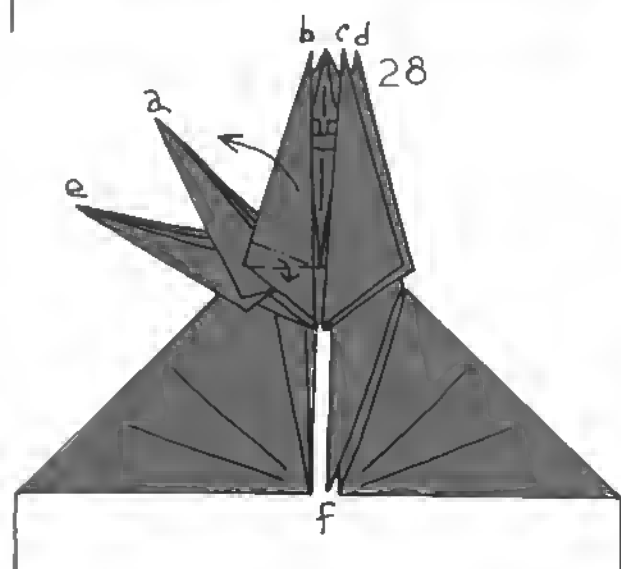




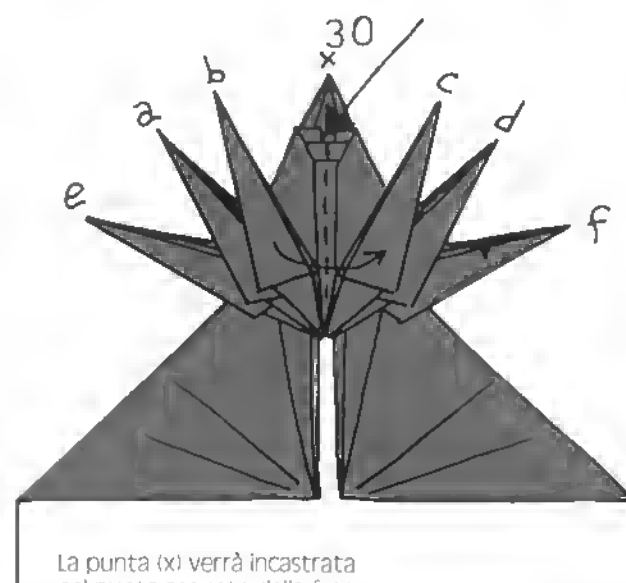
Girare (a) verso sinistra



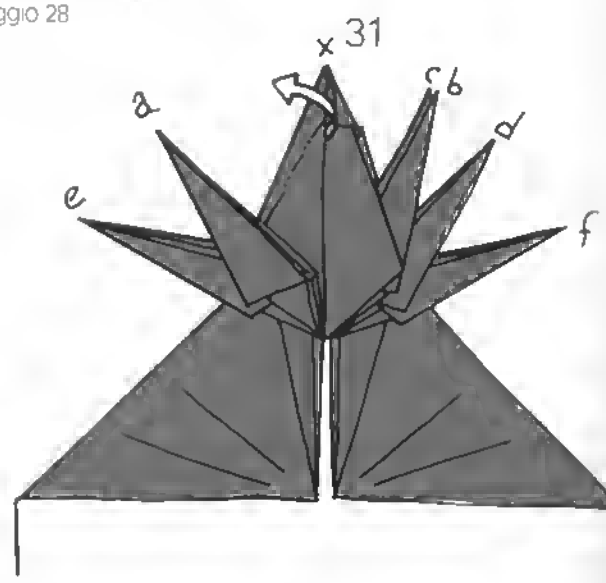
Piegare la punta (a), dopo girare (b) verso sinistra

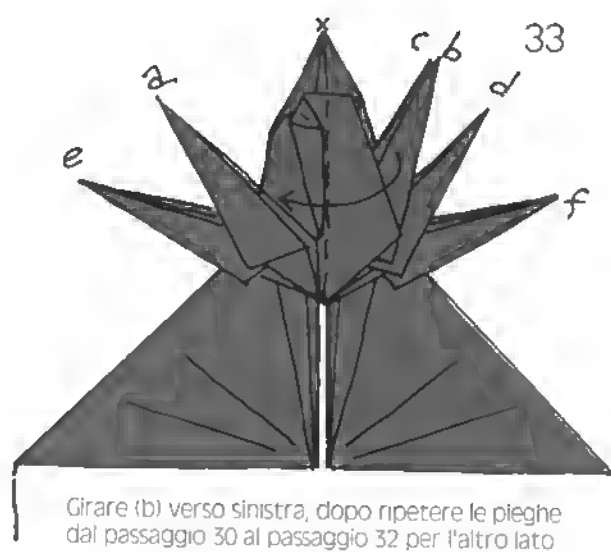
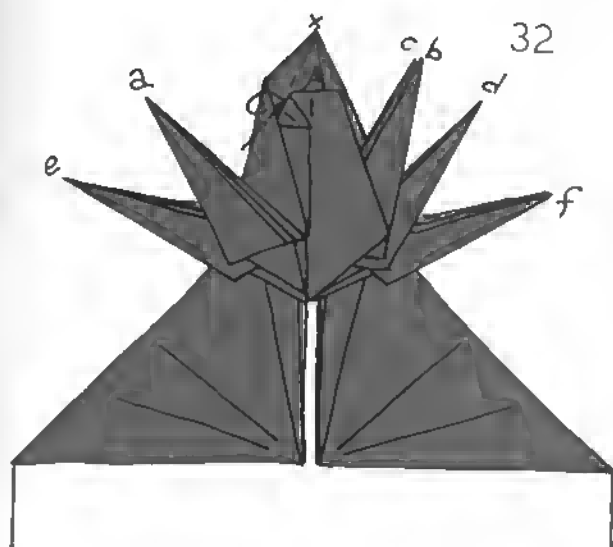


Girare (c) e (d) verso sinistra e ripetere per l'altro lato le pieghe dal passaggio 24 al passaggio 28

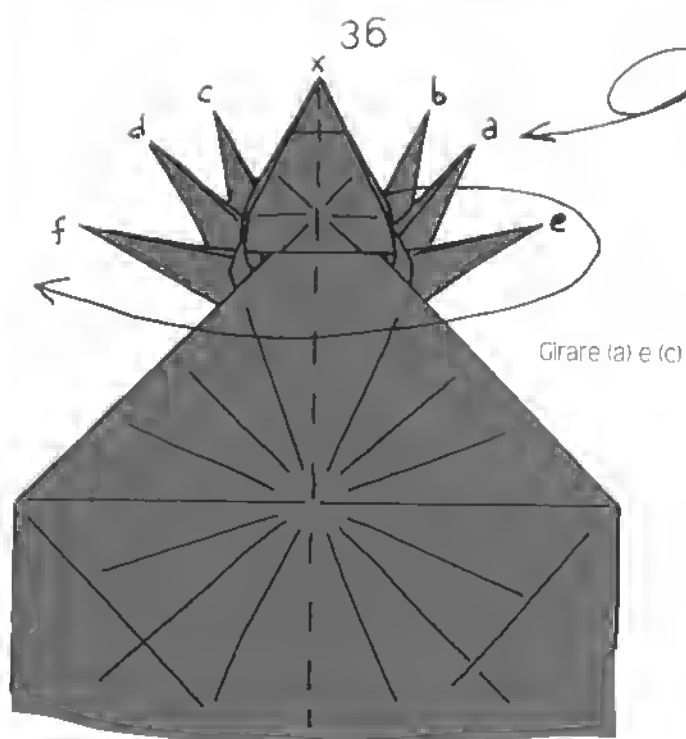
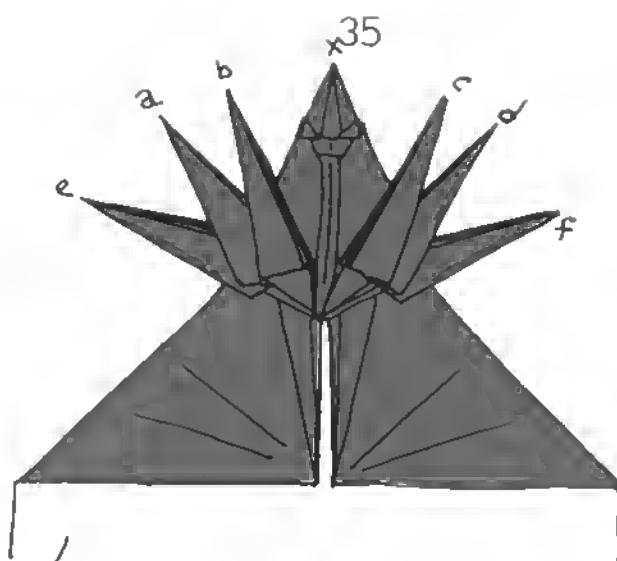
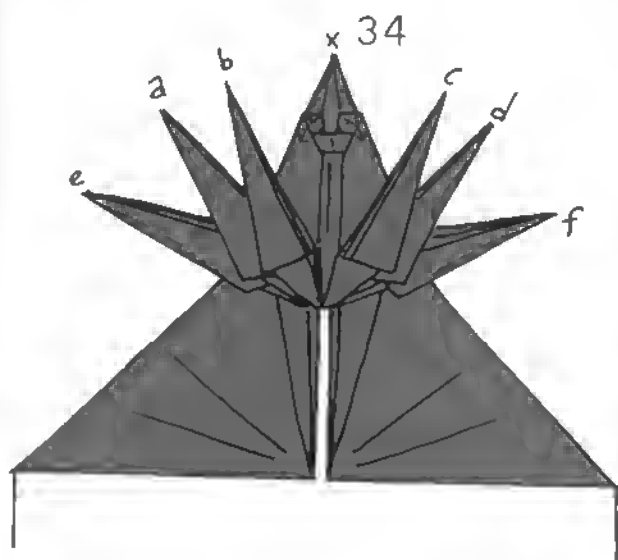


La punta (x) verrà incastrata nel punto segnato dalla freccia

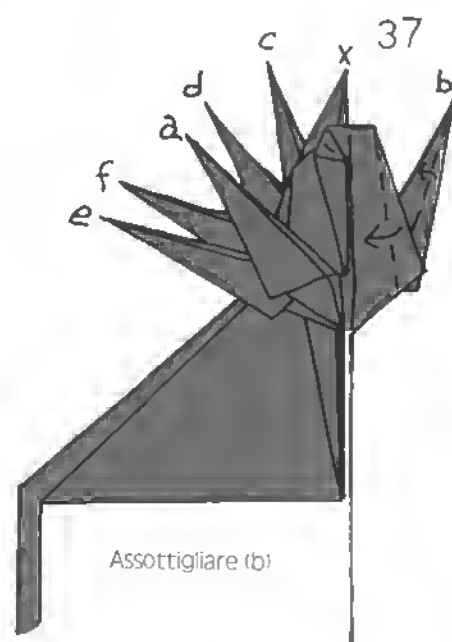




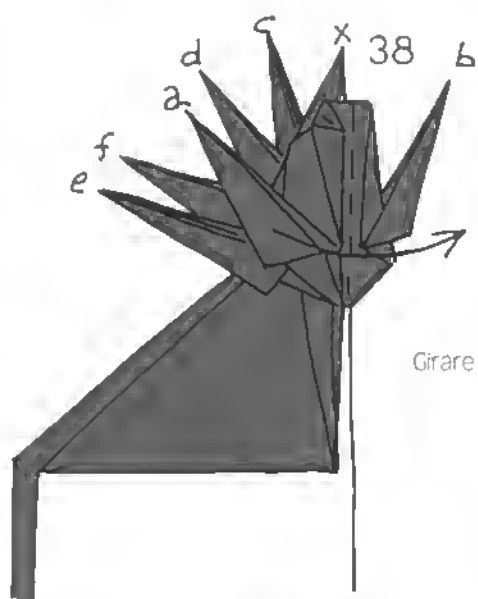
Girare (b) verso sinistra, dopo ripetere le pieghe dal passaggio 30 al passaggio 32 per l'altro lato



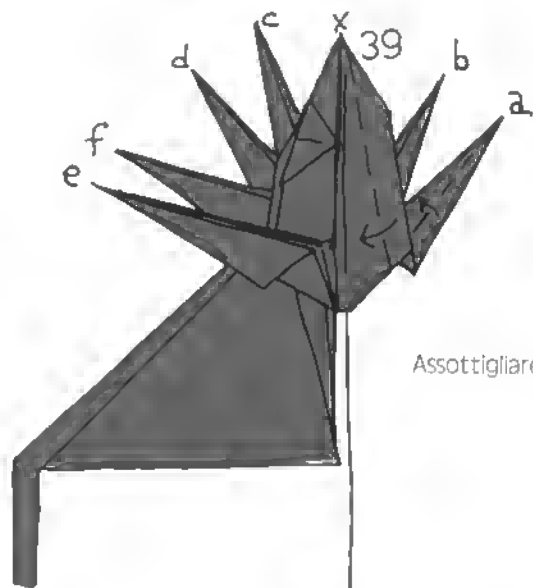
Girare (a) e (c)



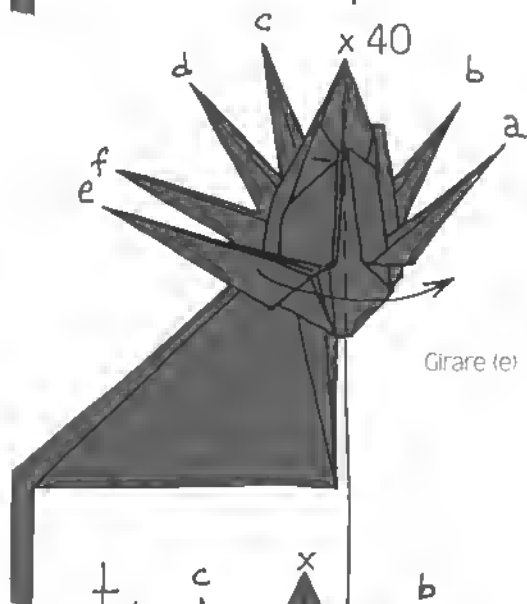
Assottigliare (b)



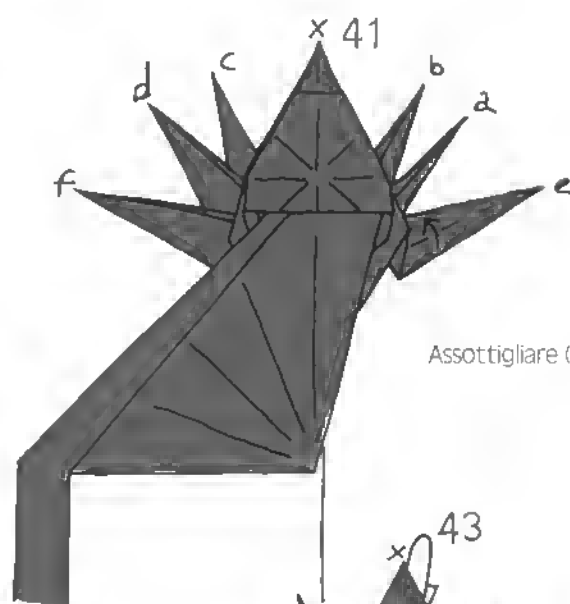
Girare (a)



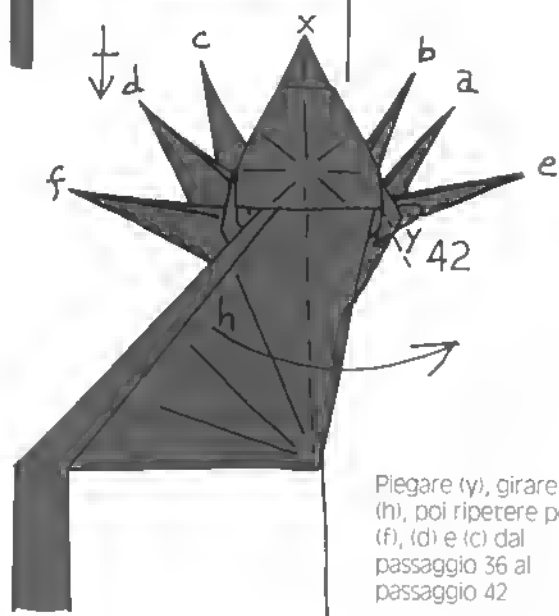
Assottigliare (a)



Girare (e)



Assottigliare (e)

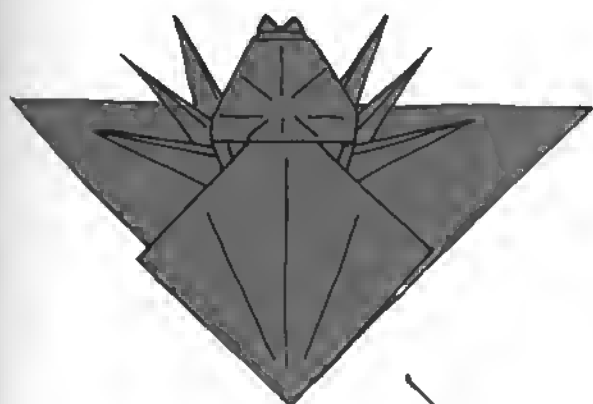


Piegare (y), girare (h), poi ripetere per (f), (d) e (c) dal passaggio 36 al passaggio 42

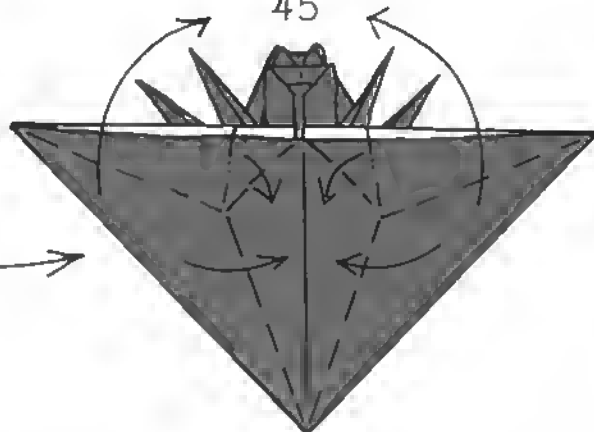


Incastrare (x) nel punto segnato alla fig 30

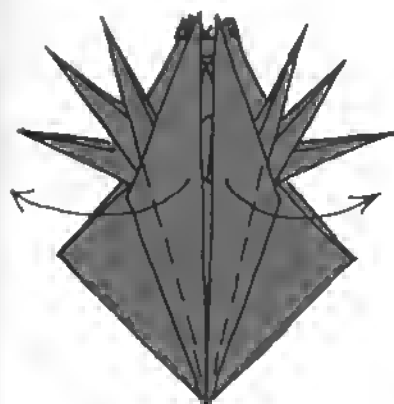
44



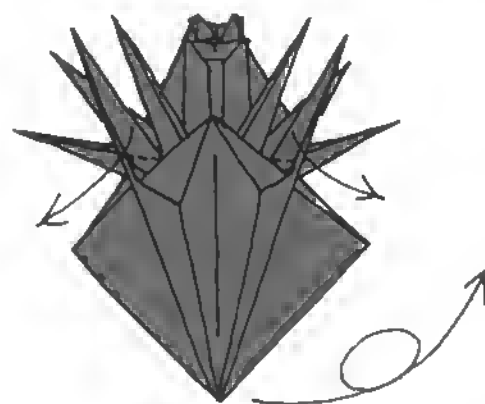
45



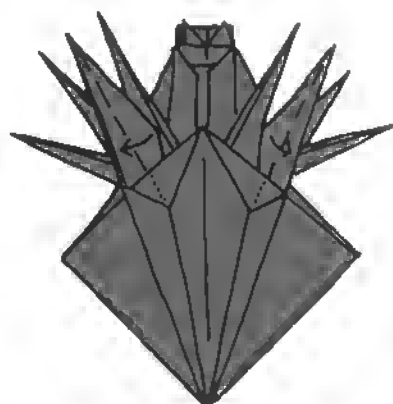
46



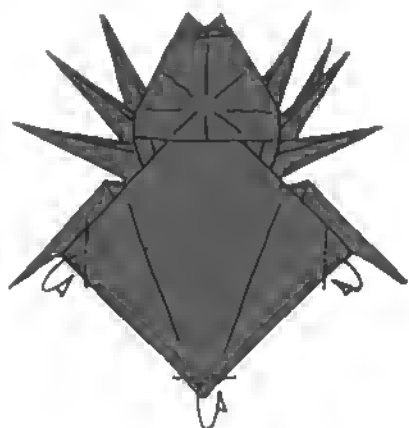
48



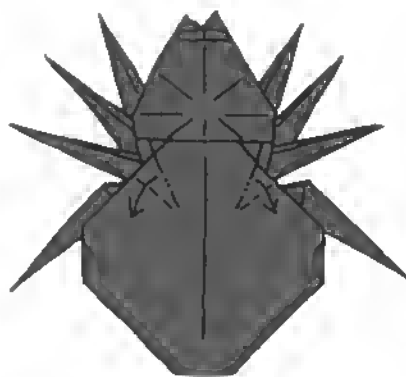
47



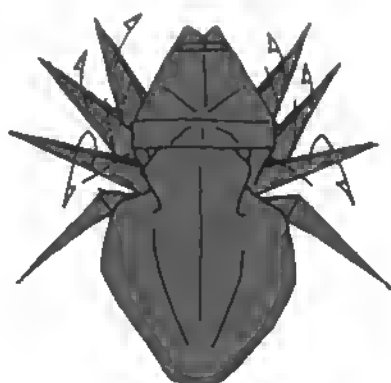
49



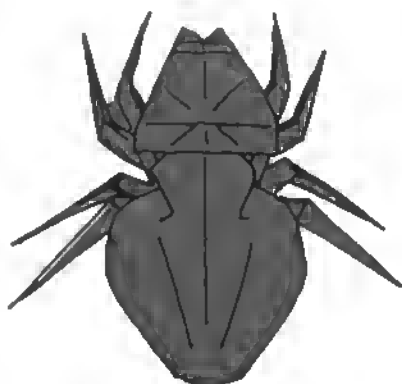
50



51



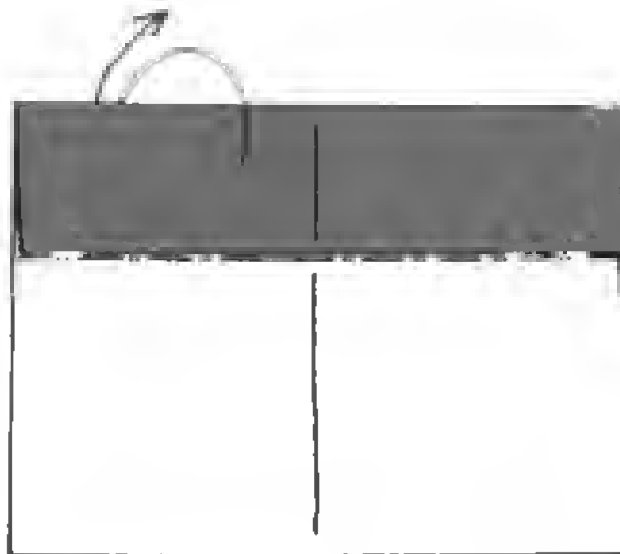
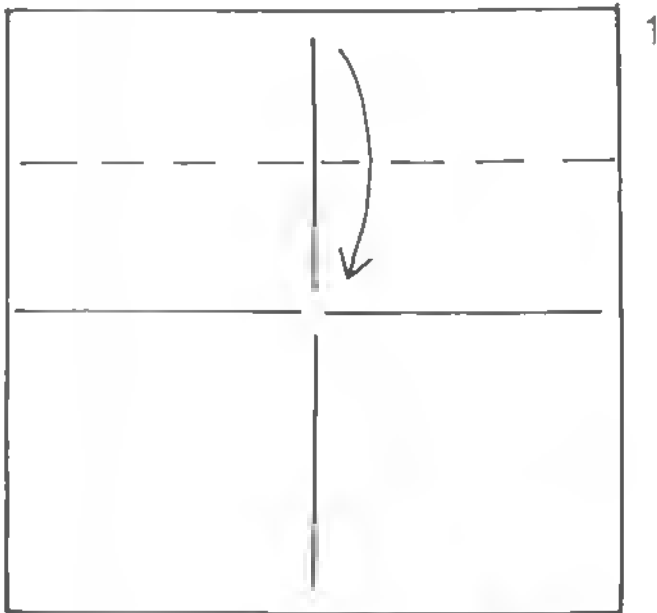
52



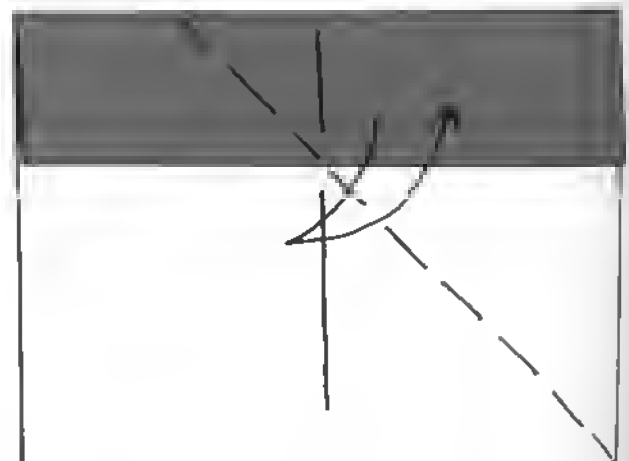
Per rappresentare il passaggio dalla terra all'aria, ho scelto il ragno perché pur essendo questo, un animaletto prettamente terrestre, possiede la capacità di spostarsi in "volo" secernendo un lungo filo di seta che il vento porta via insieme a lui: il ragno acquista così una inusitata capacità di volare.

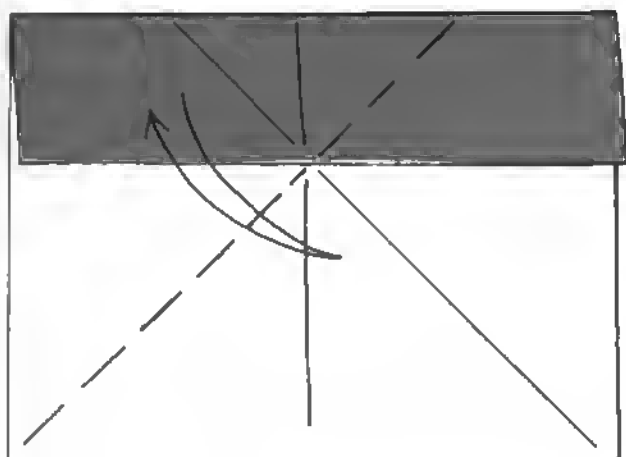
CREATURE D'ARIA

LA FARFALLA



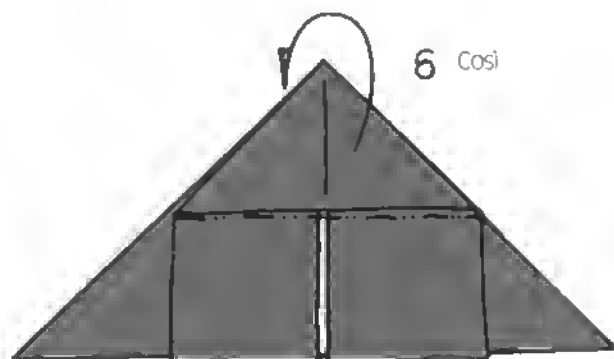
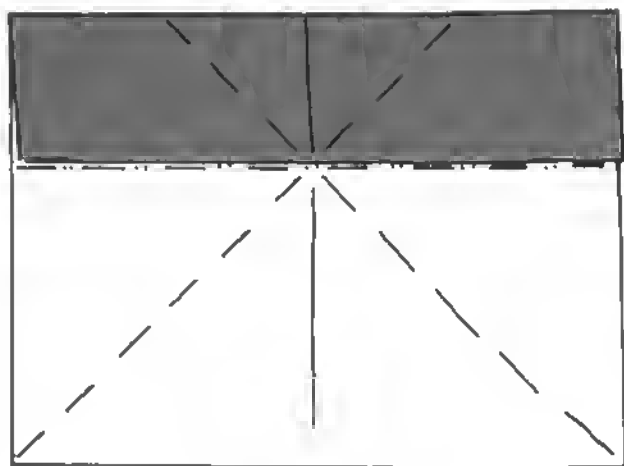
Piegare e riportare
nella posizione iniziale



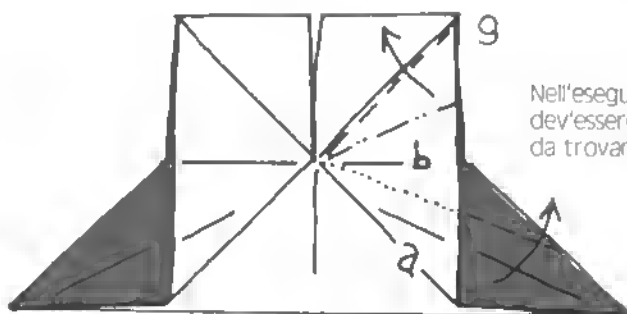
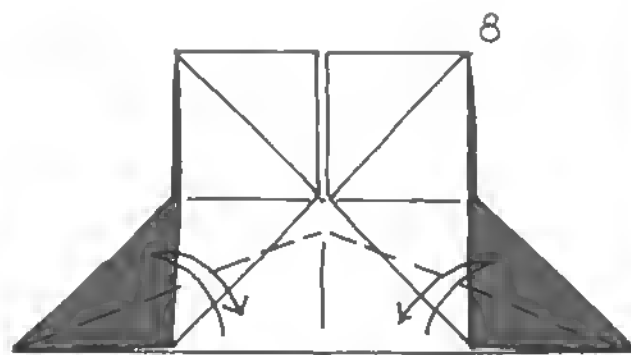
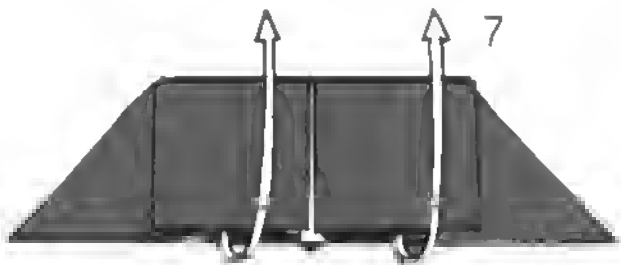


4 Ancora una volta

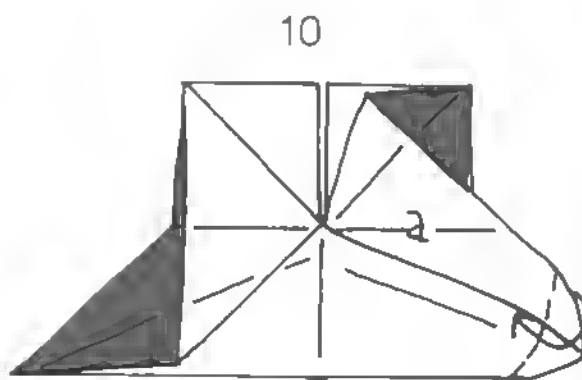
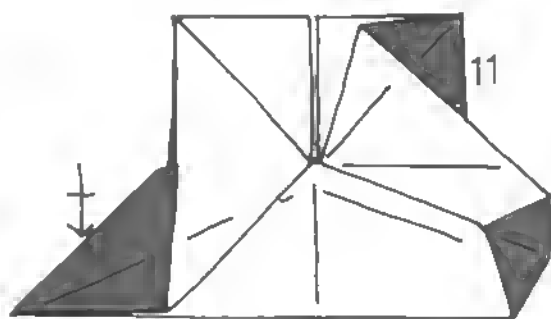
5 Piegare adesso come per formare la base triangolare



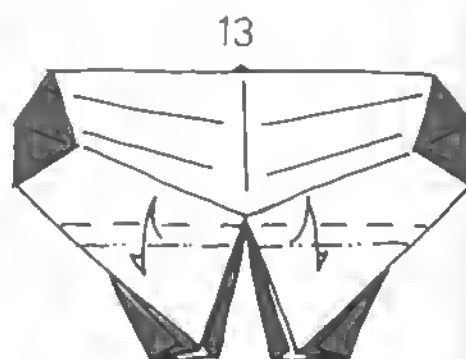
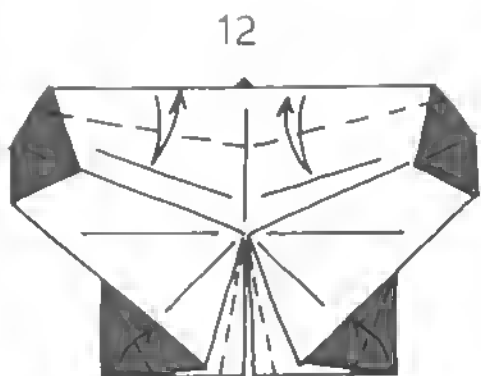
6 Così

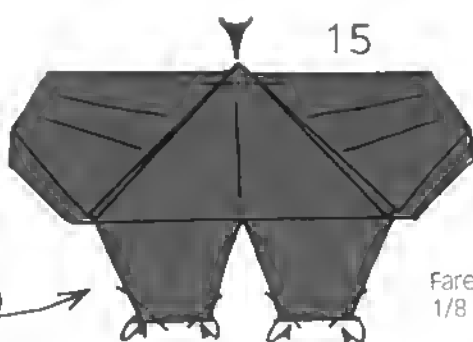
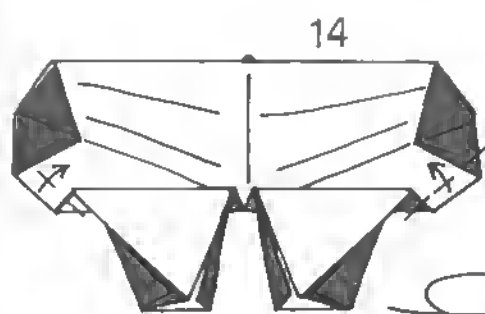


Nell'eseguire questa piega, il punto (a) dev'essere portato al punto (b), in modo da trovarsi in linea orizzontale

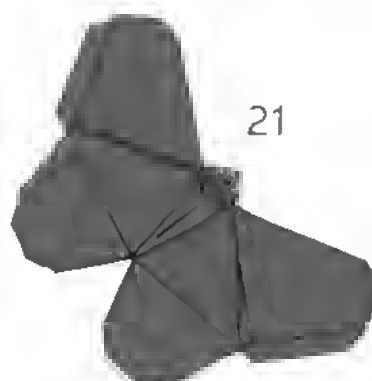
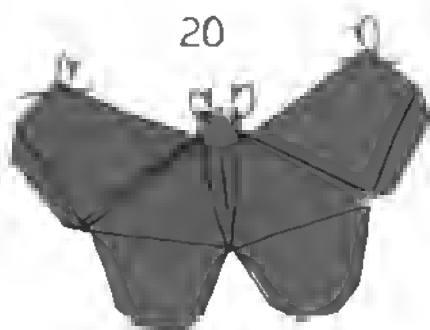
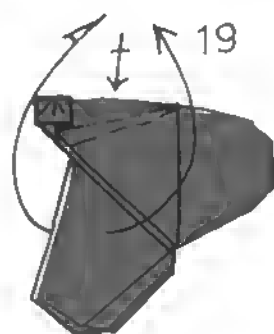
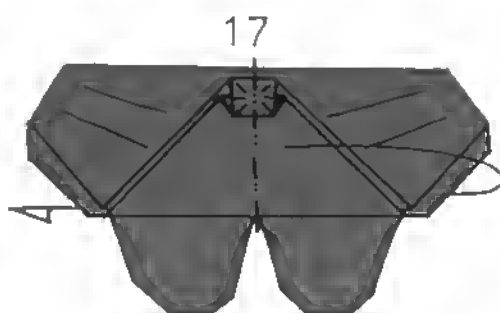
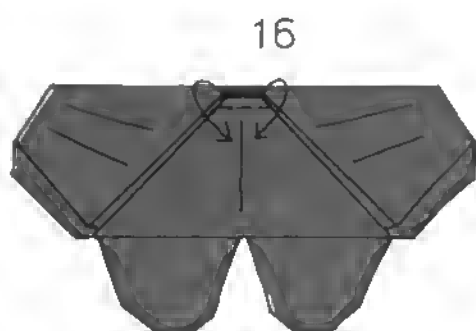


Ripetere per l'altro lato le pieghe dal passaggio 9 al passaggio 11 poi capovolgere

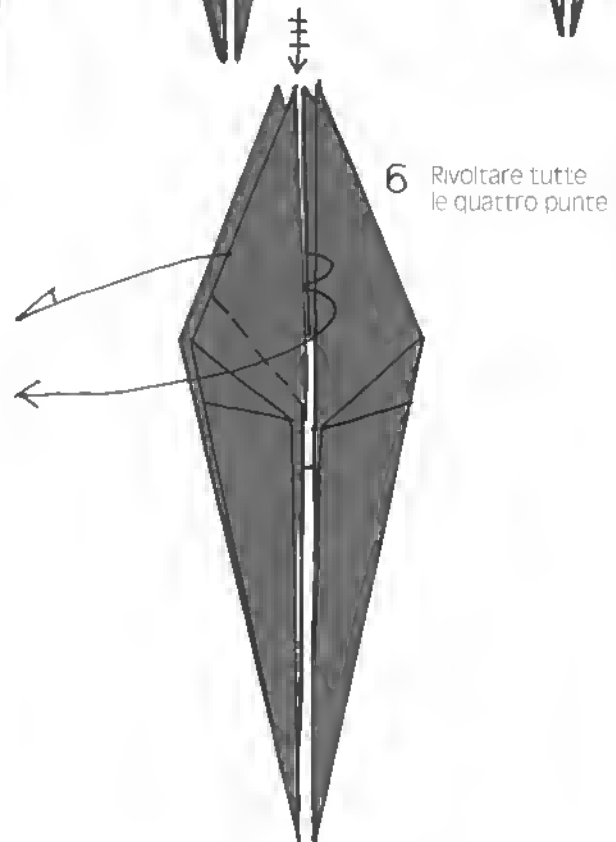
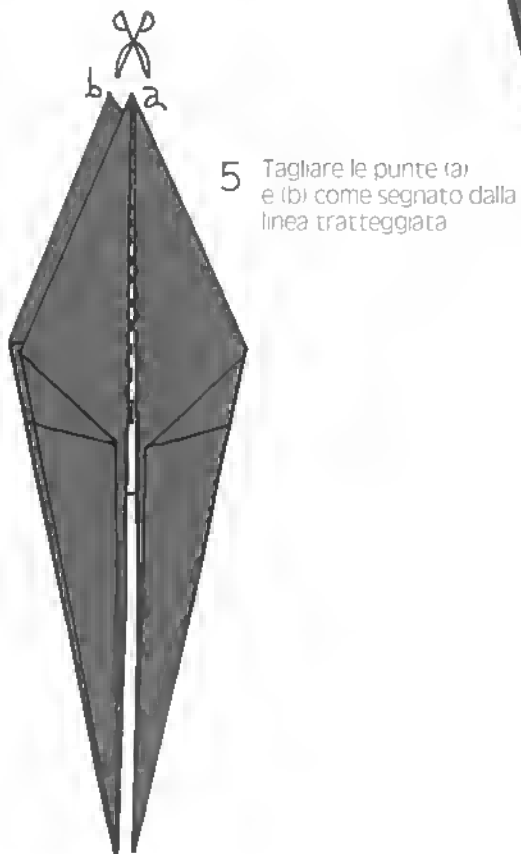
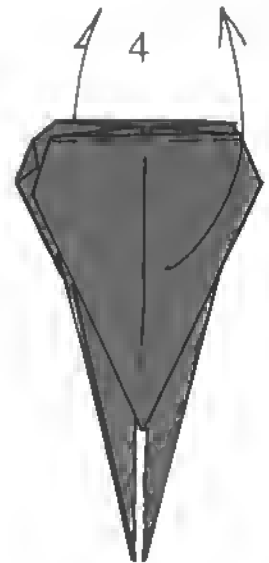
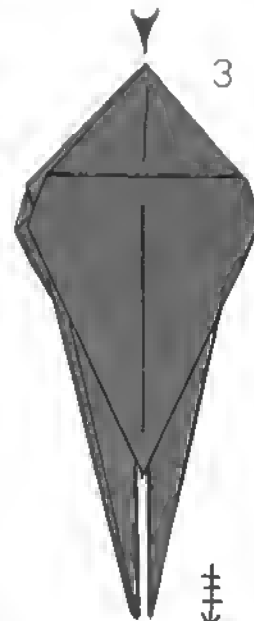
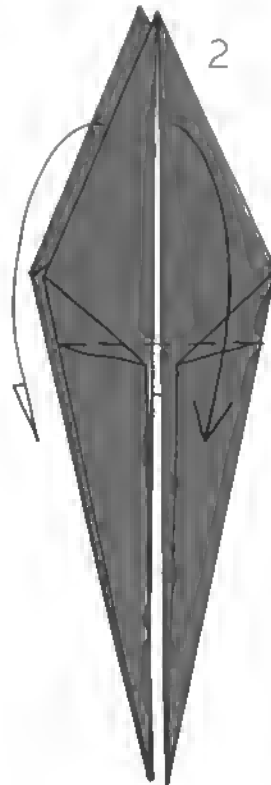
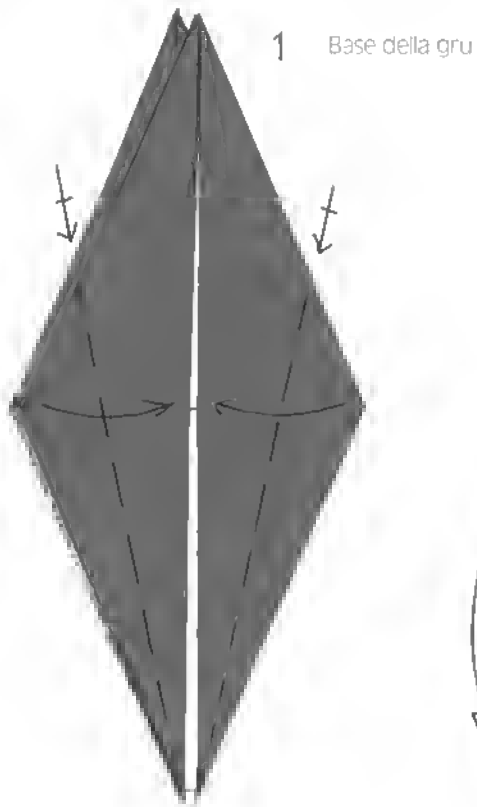




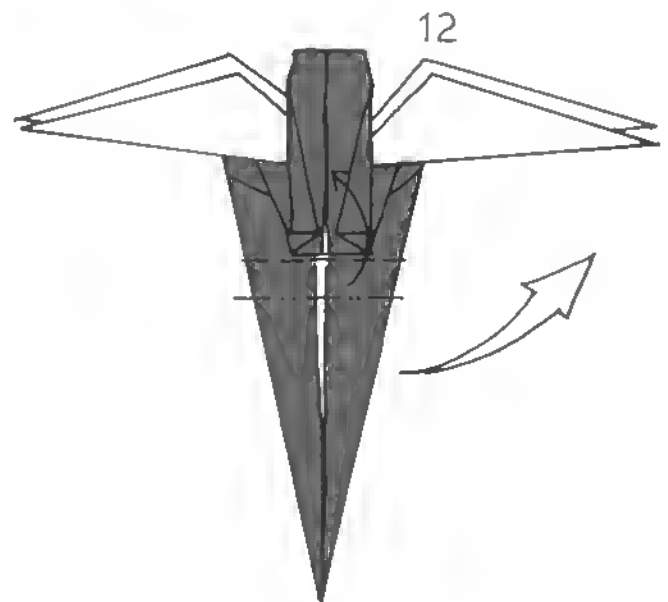
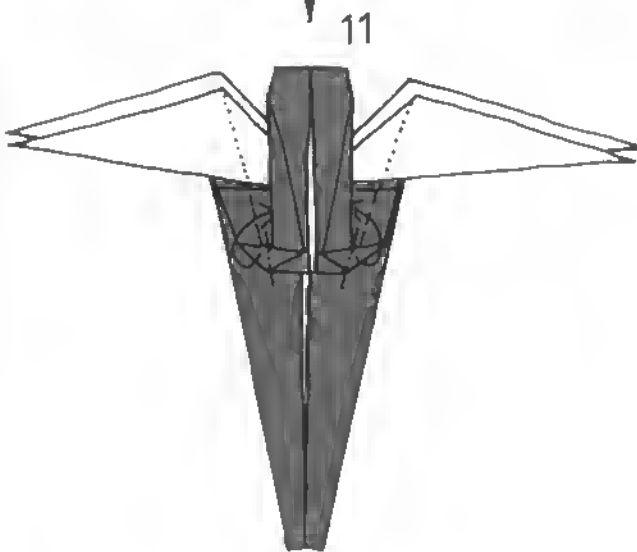
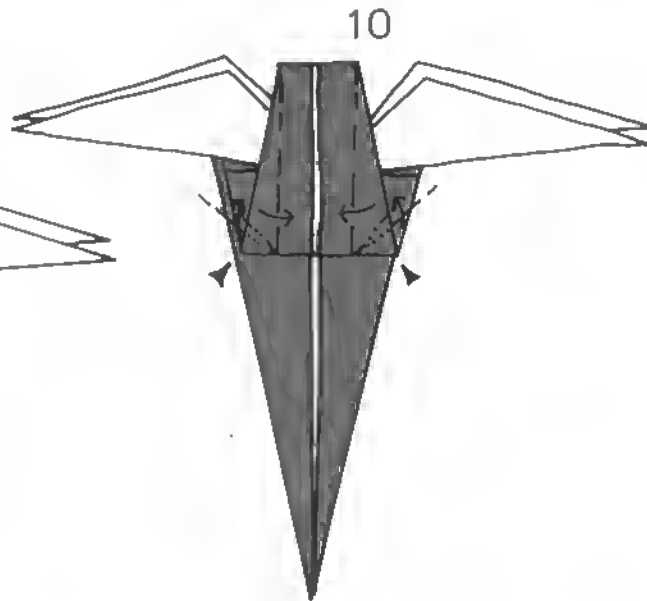
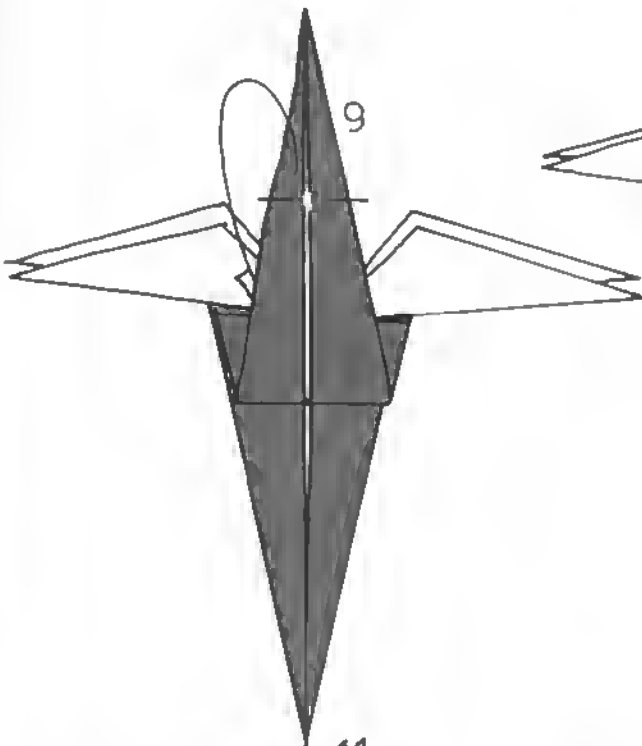
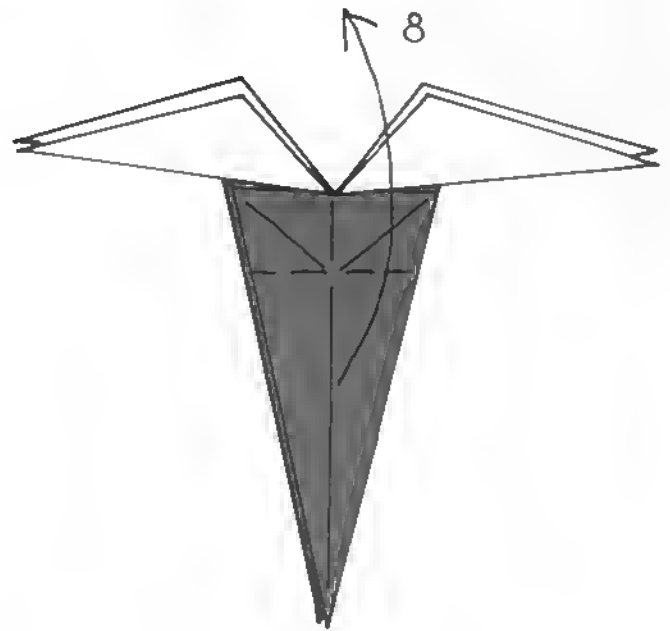
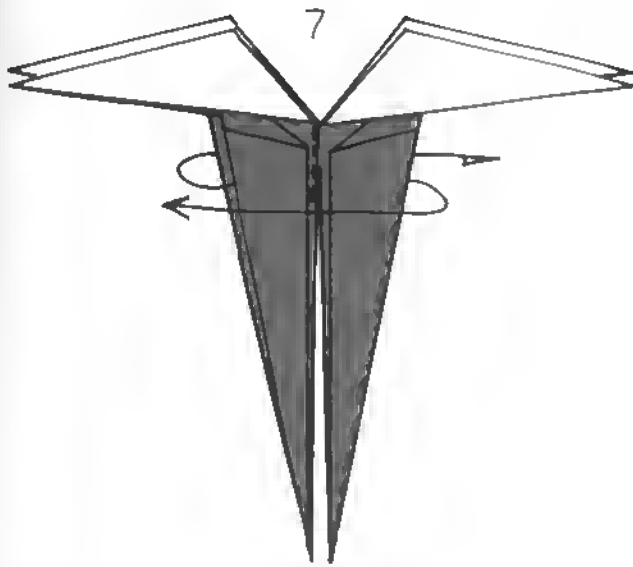
Fare rientrare circa
1/8 della punta

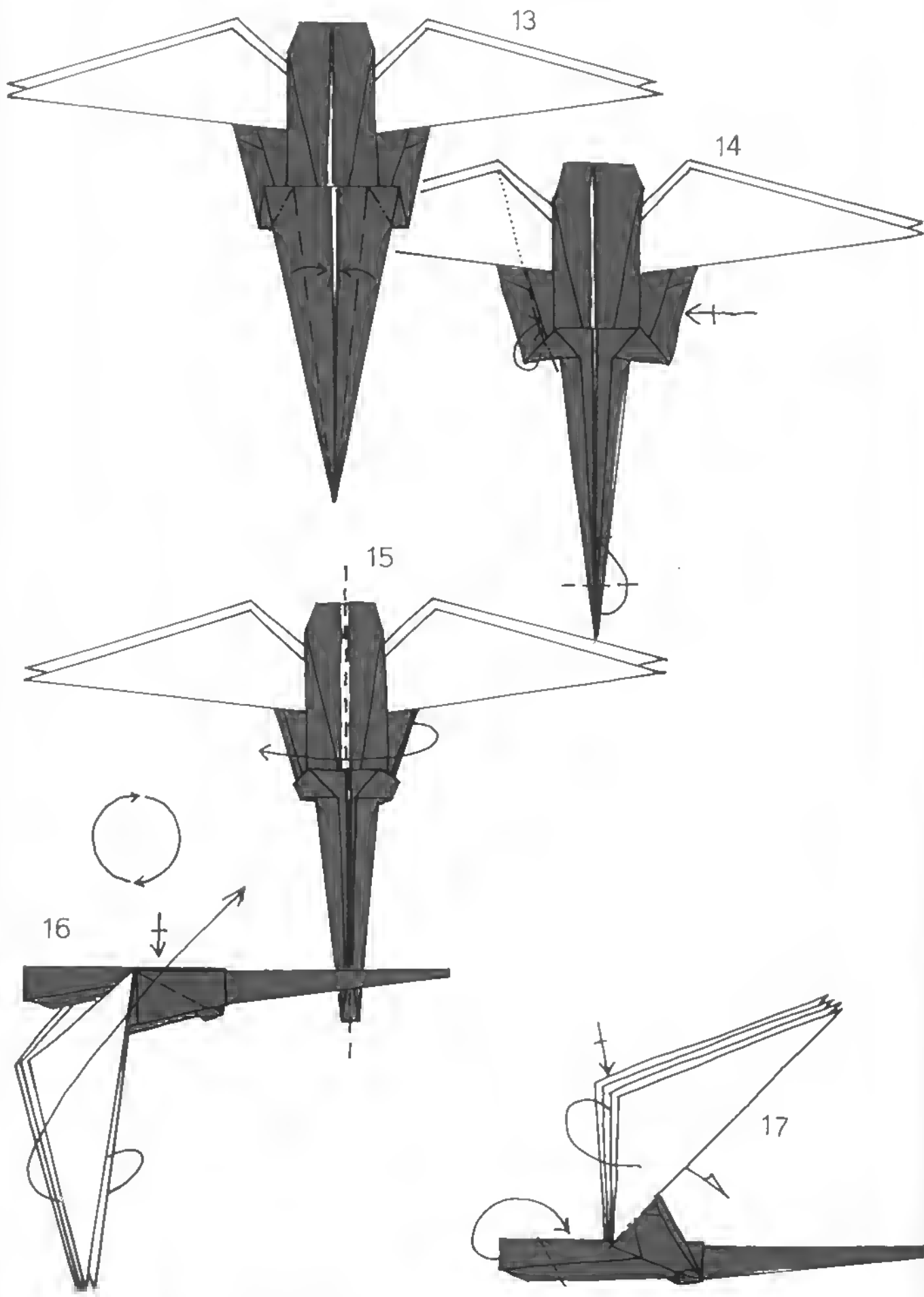


LA LIBELLULA

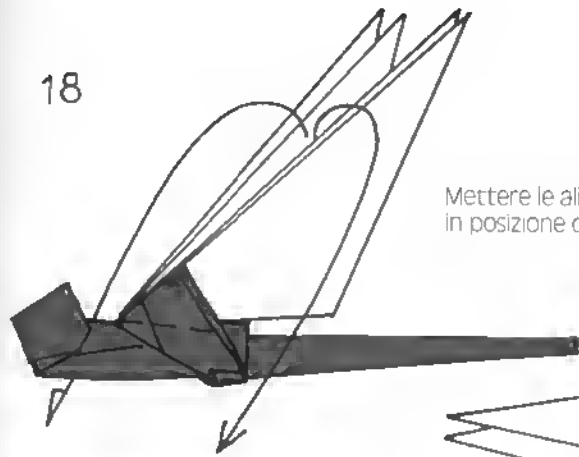


Questo modello è l'unico del libro che richiede una incisione sulle pieghe per doppiare le ali. Consiglio l'uso di carta sottile, o di un foglio di carta grande perché il modello si inspessisce nelle pieghe finali





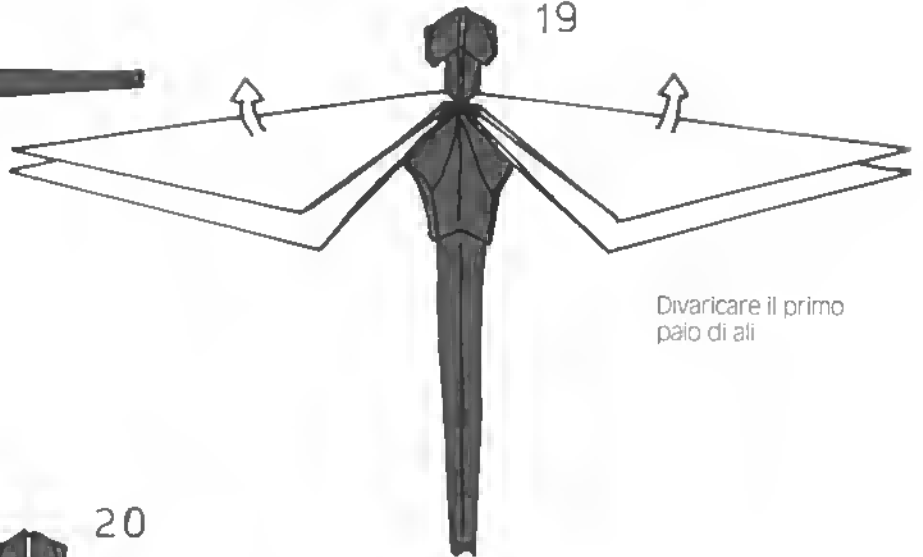
18



Mettere le ali
in posizione orizzontale

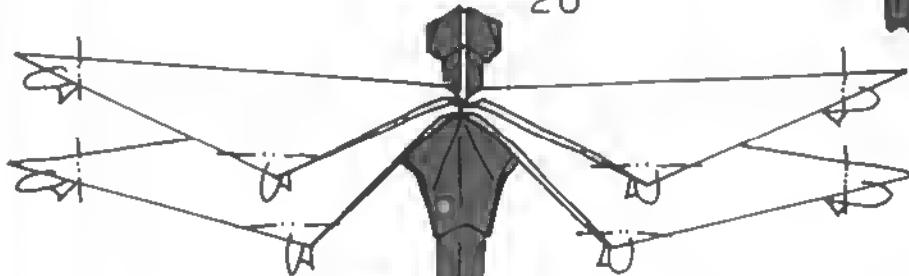


19

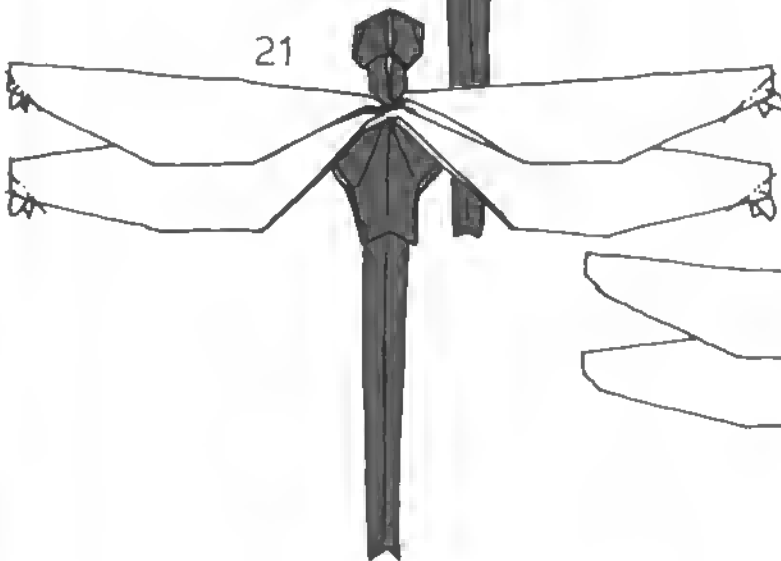


Divaricare il primo
paio di ali

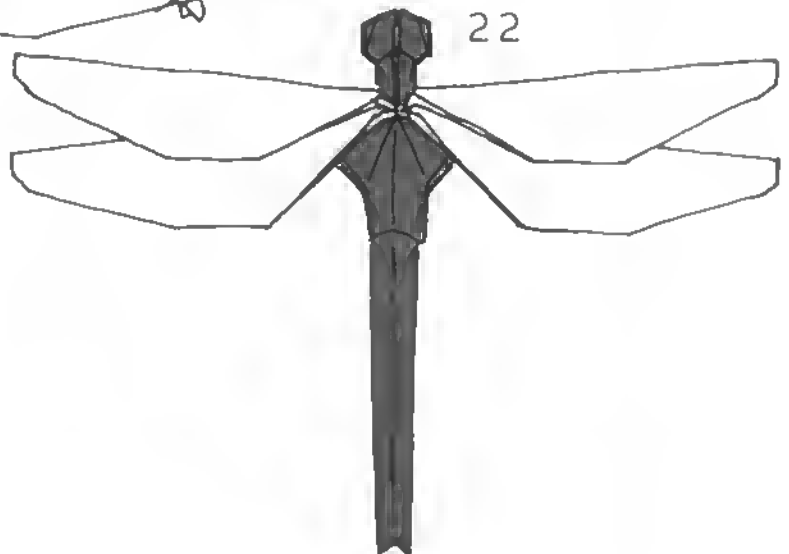
20



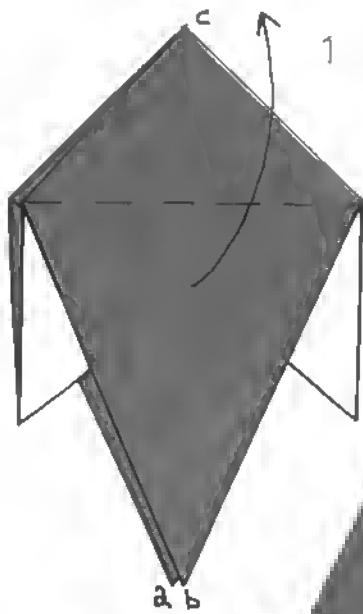
21



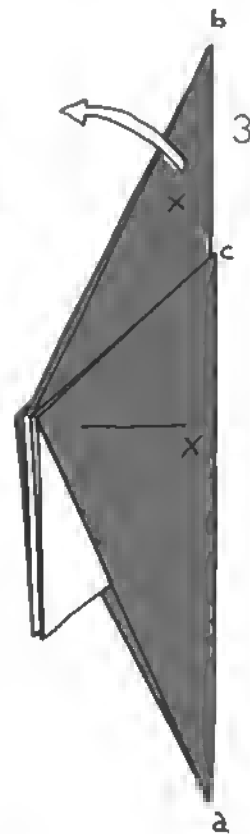
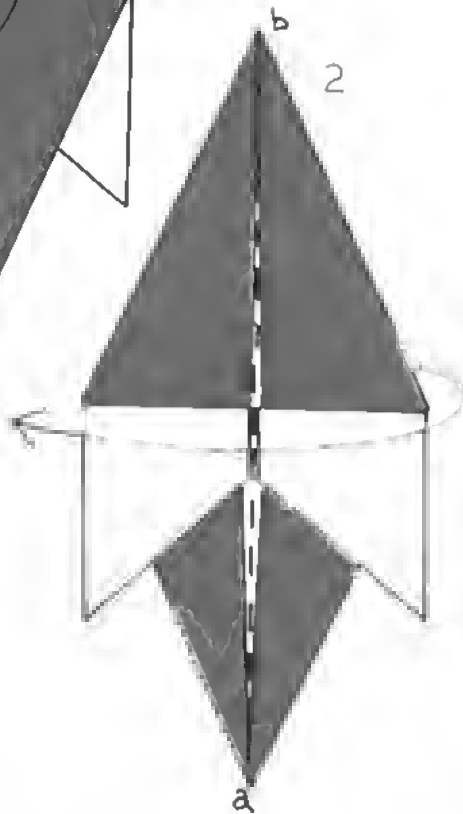
22



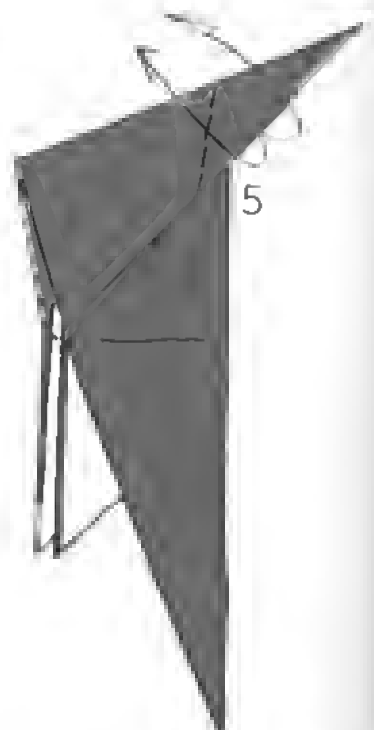
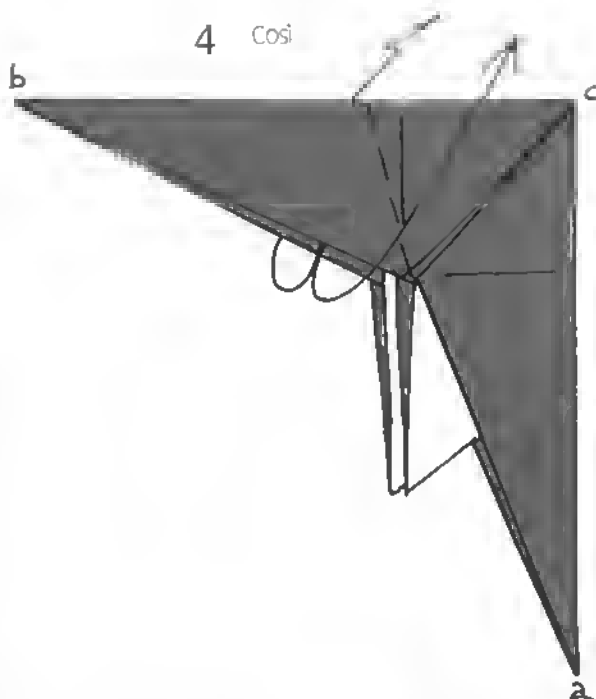
IL PAPPAGALLINO

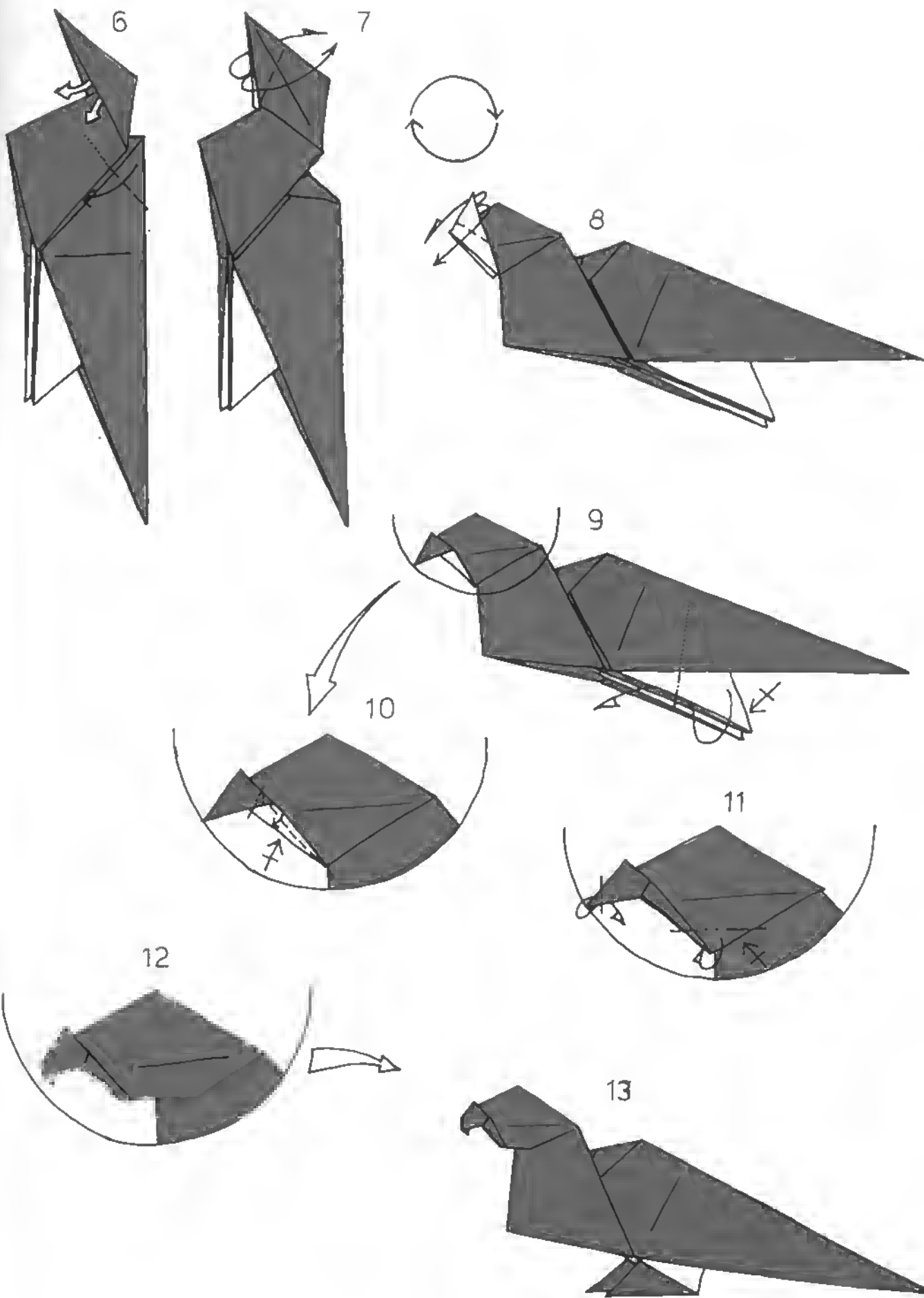


Iniziare dalla fig. 10
del pesce 1

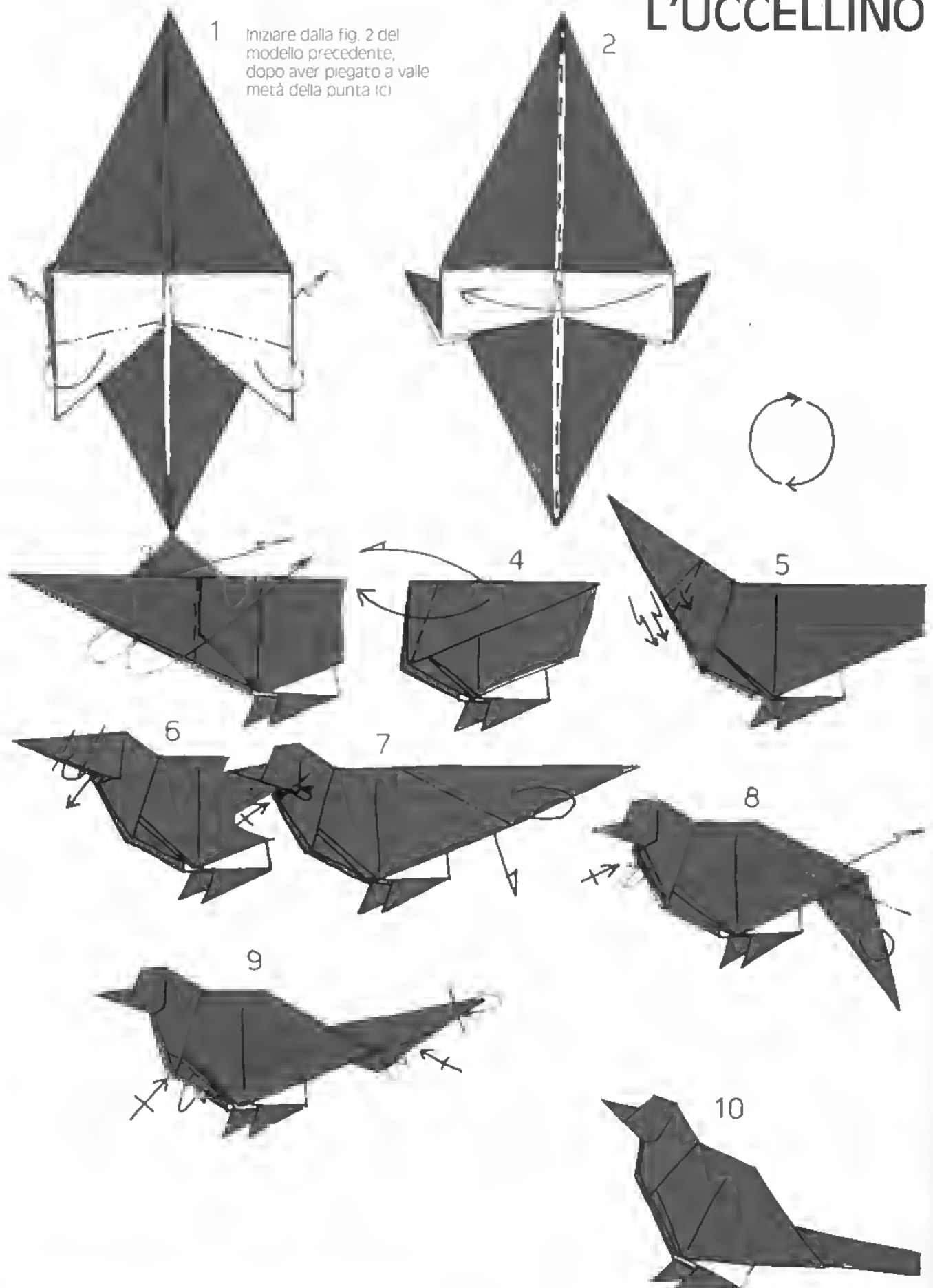


Tenere dove segnato con
(x) e tirare la punta (b)
verso sinistra fino a che si
disincastra
completamente e si porta
in posizione orizzontale

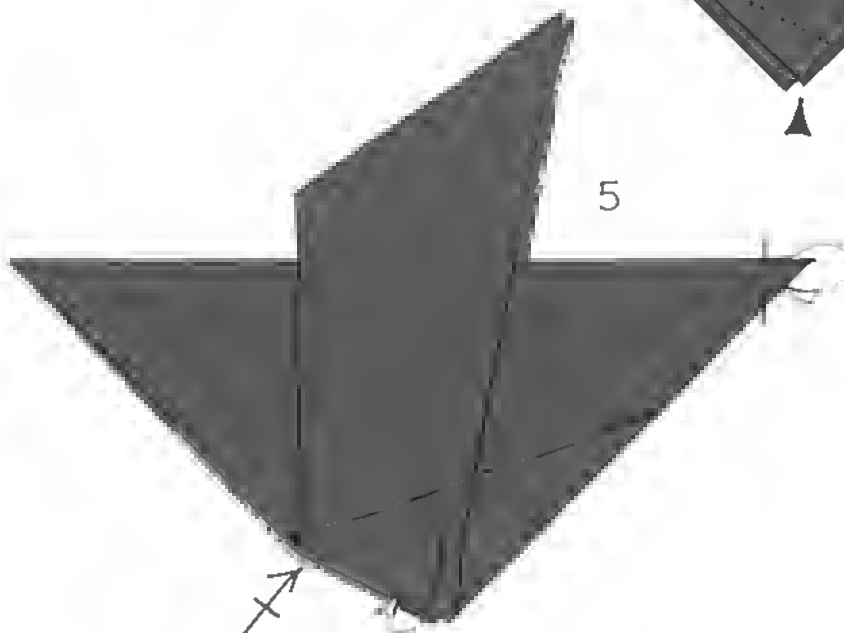
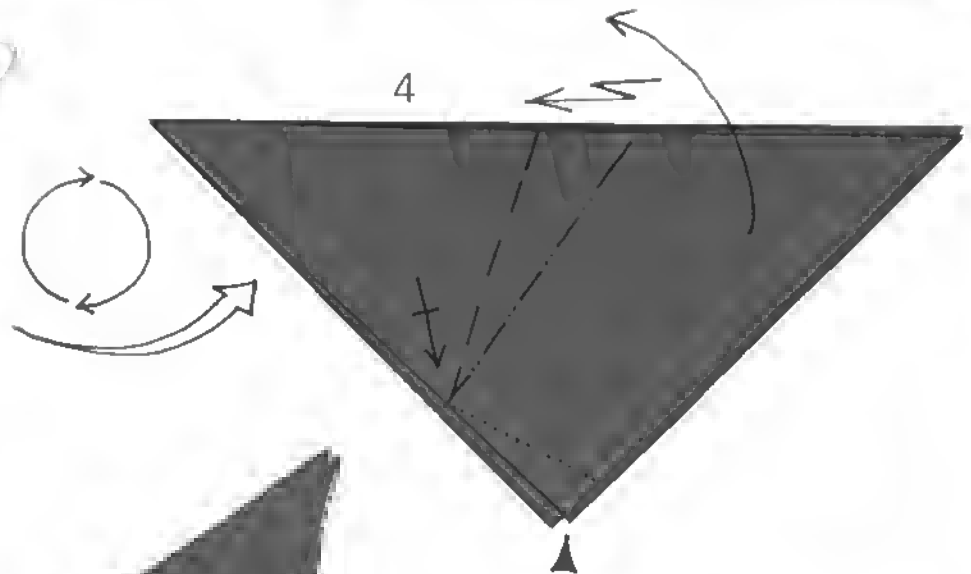
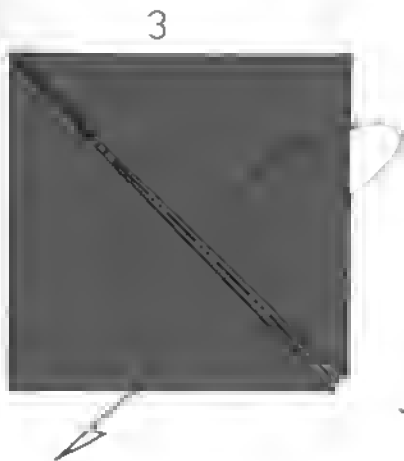
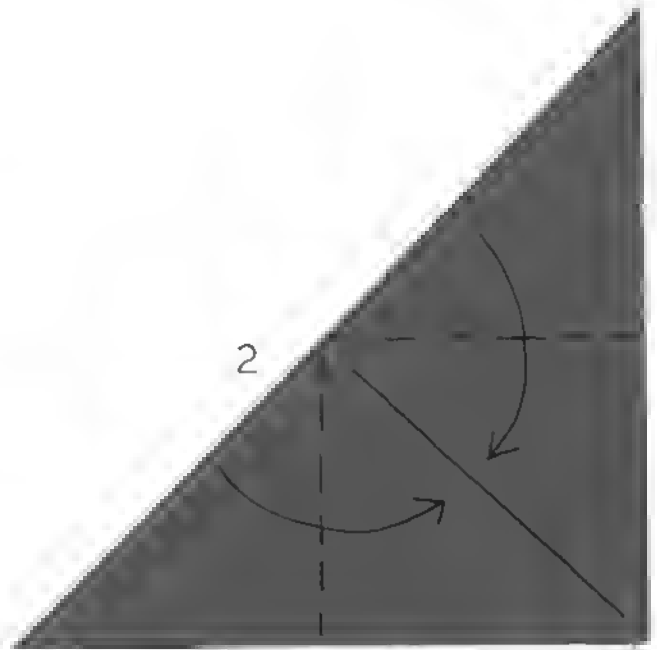
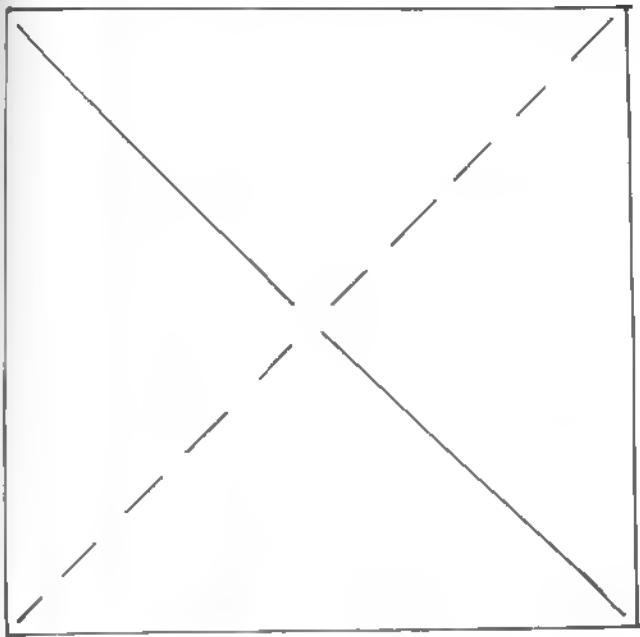


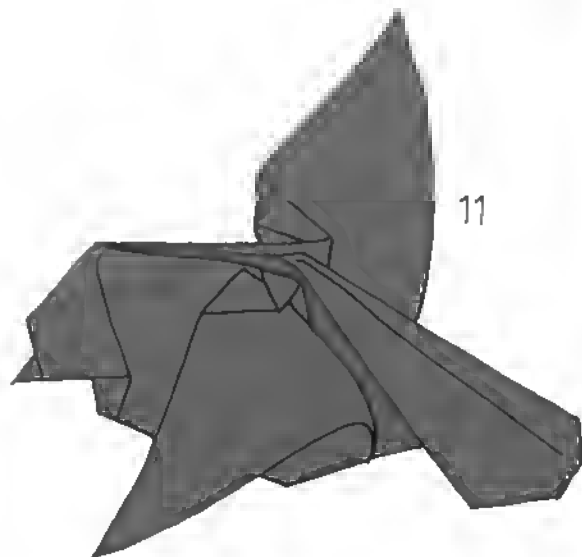
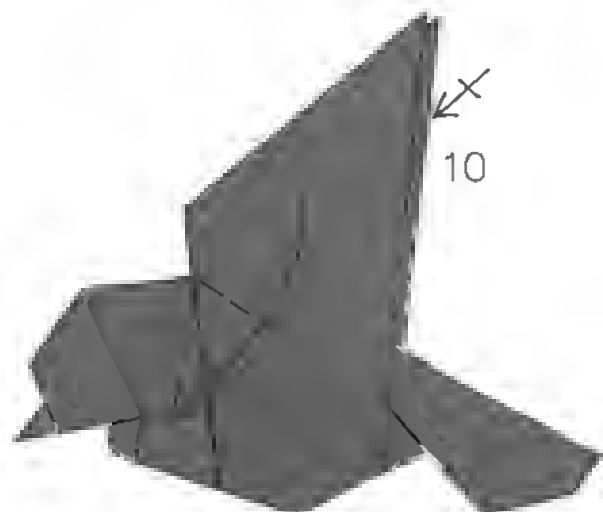
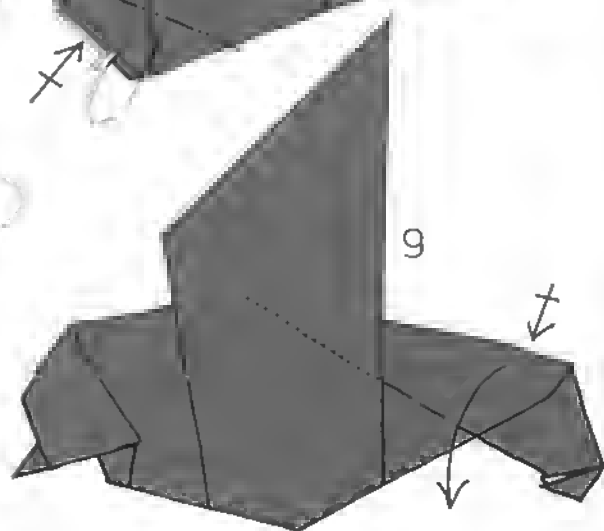
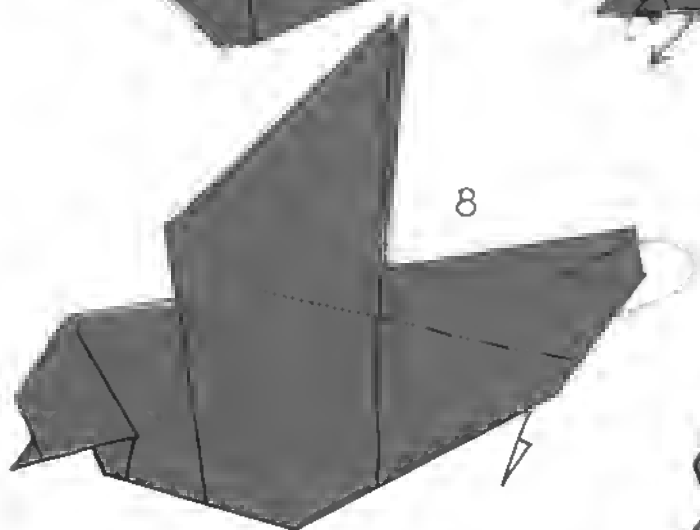
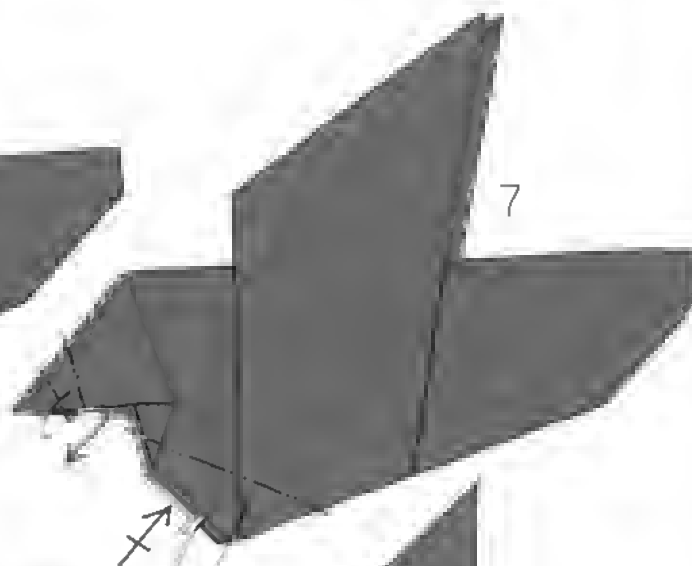
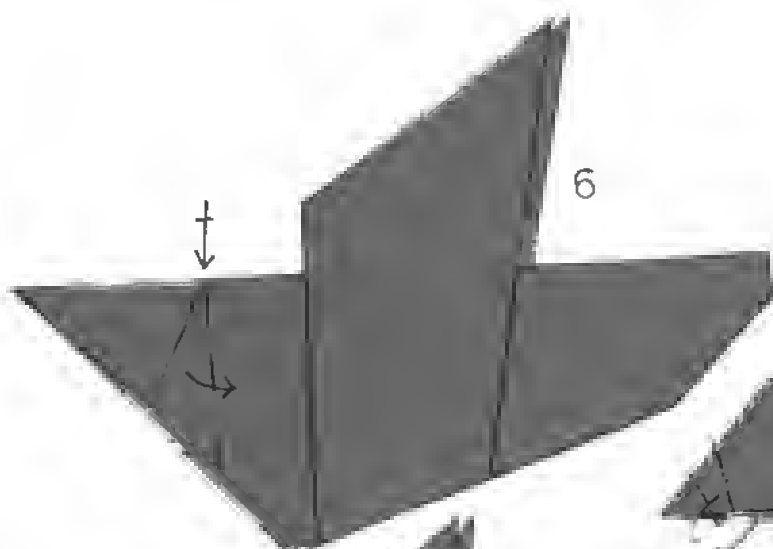


L'UCCELLINO

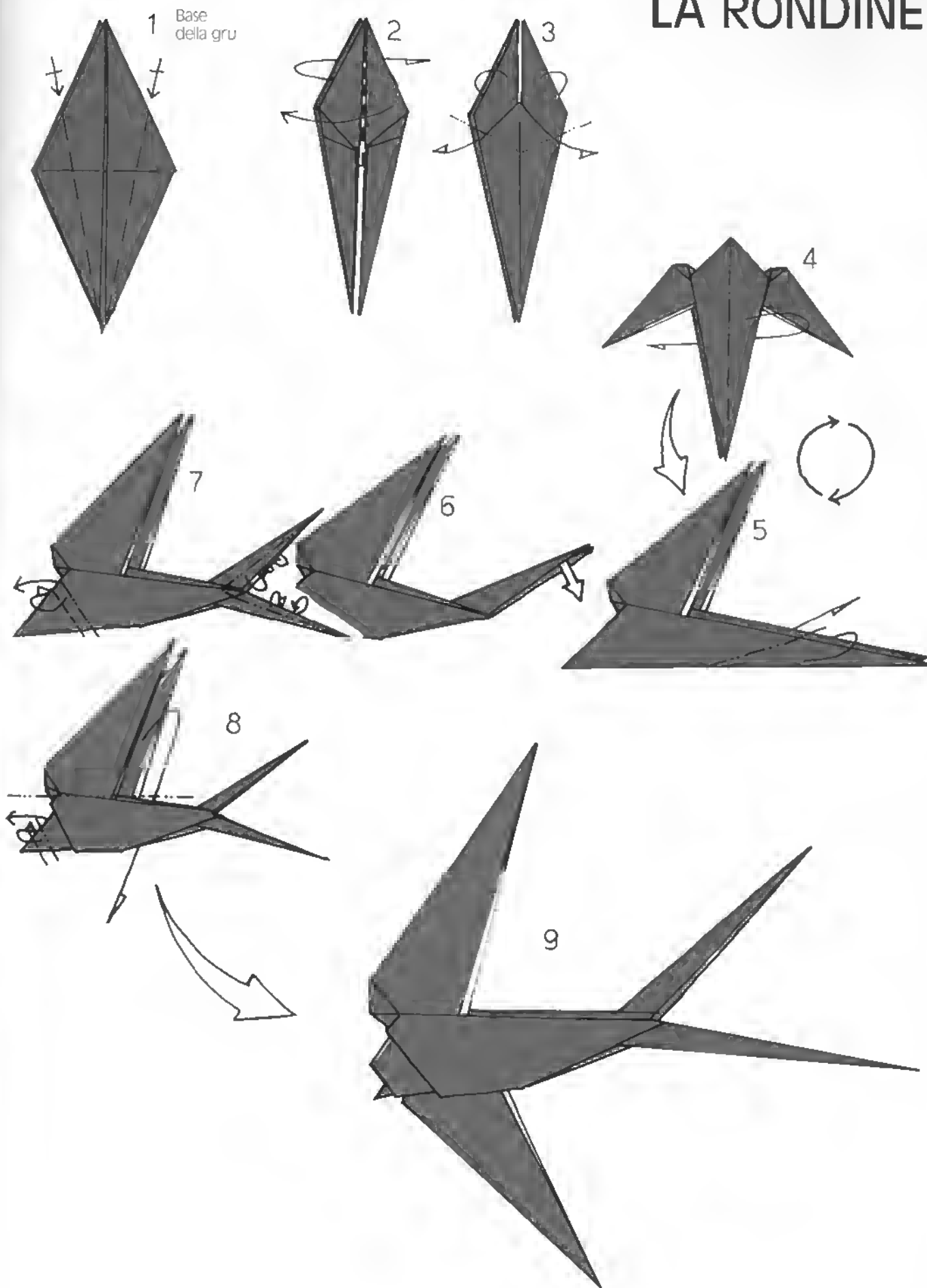


IL PASSERO IN VOLO





LA RONDINE

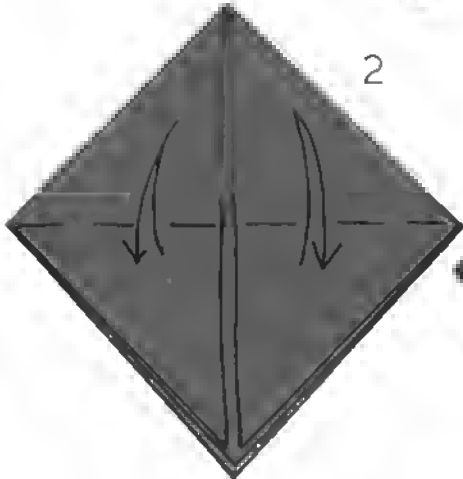


IL PASSEROTTO

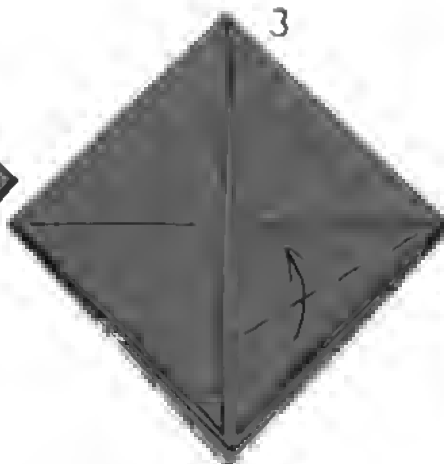


1

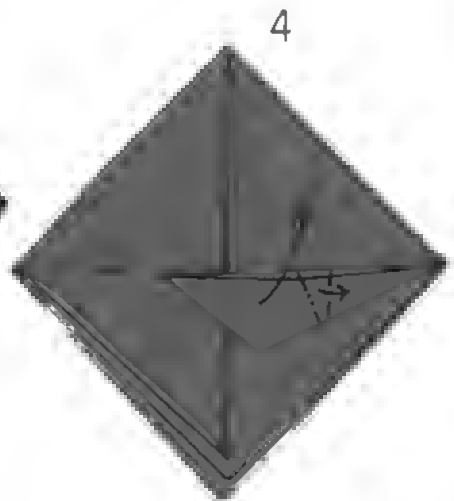
Usare un foglio dello stesso colore
da entrambi i lati. Iniziare con
un quadrato piegato sulla diagonale



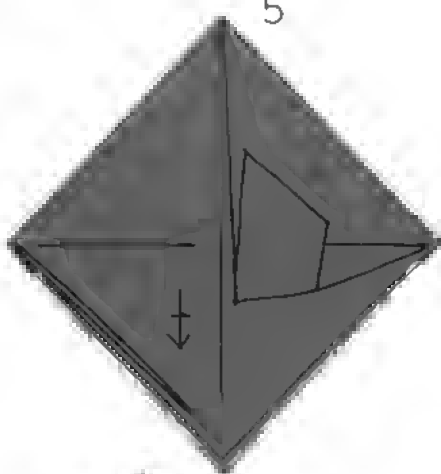
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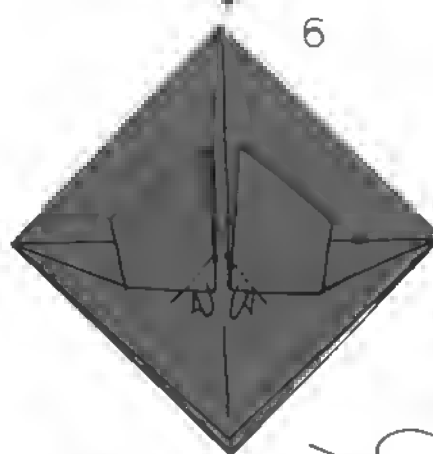
3



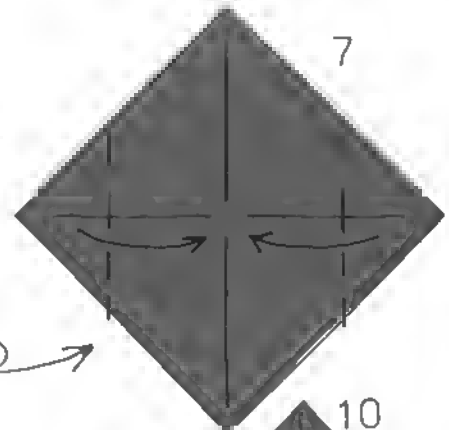
4



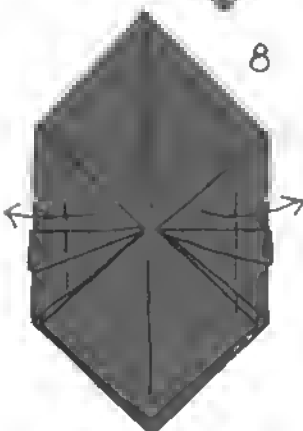
5



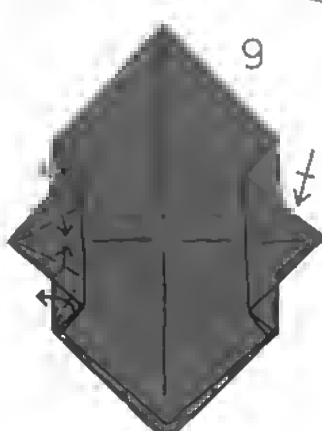
6



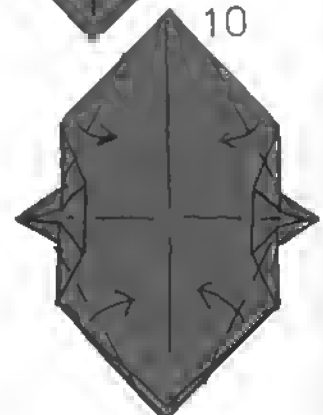
7



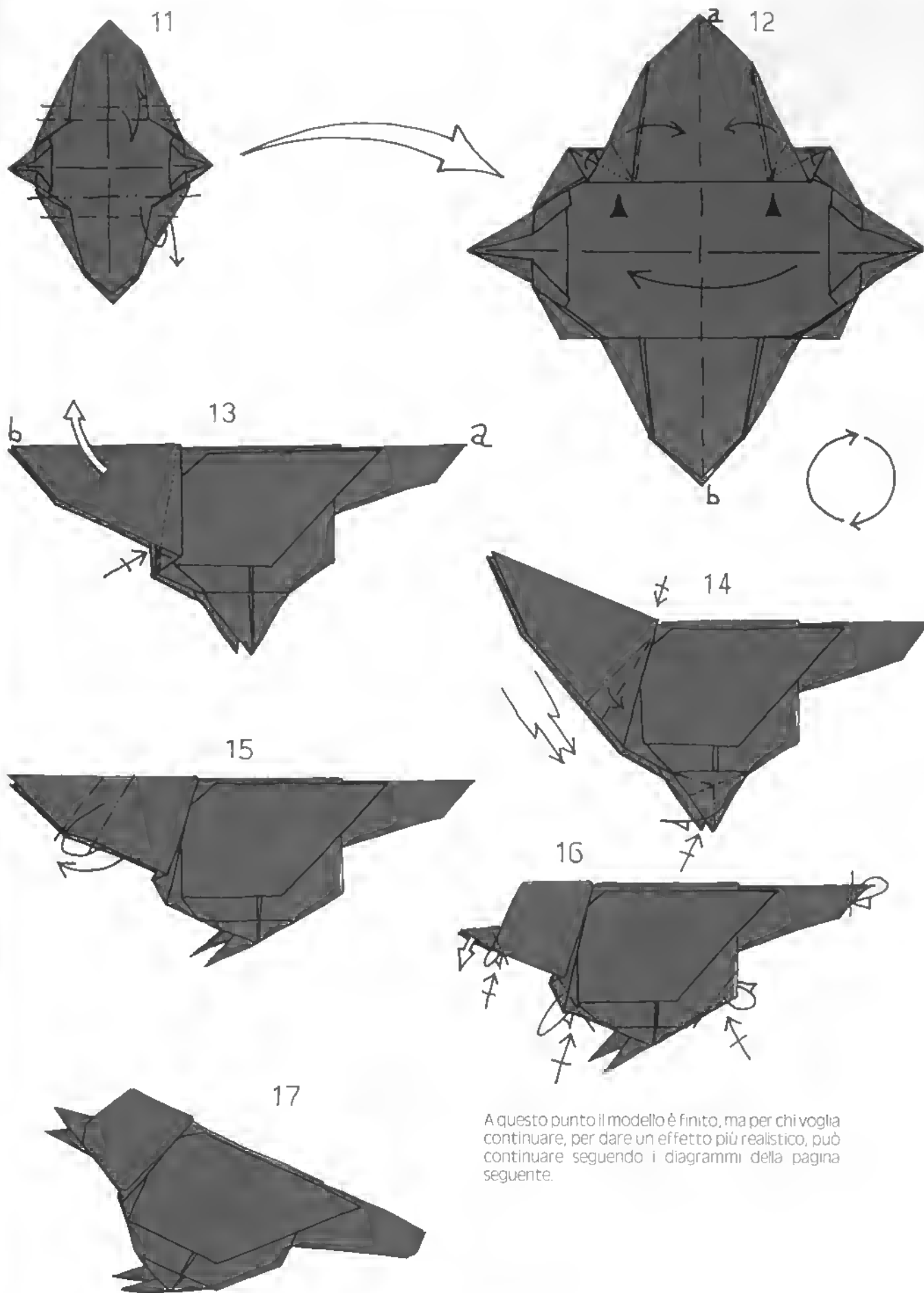
8



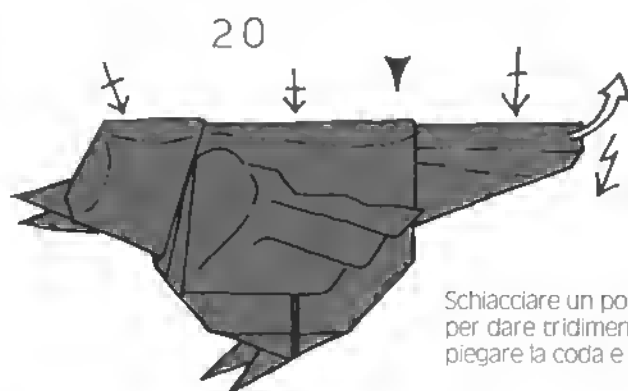
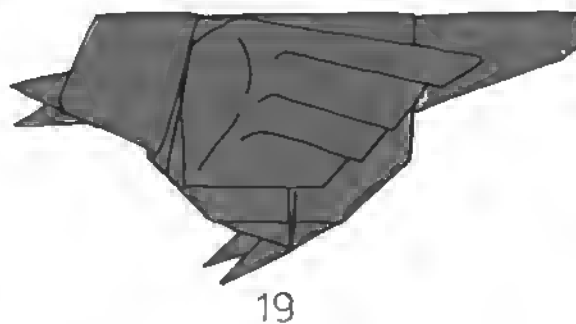
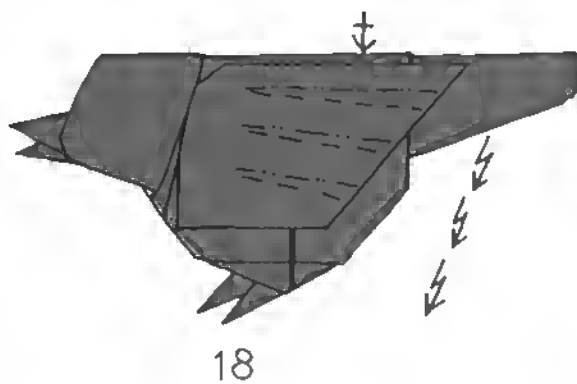
9



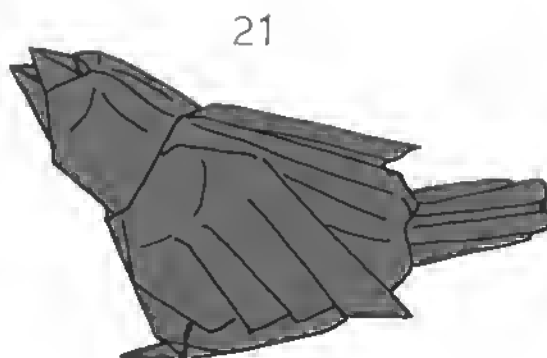
10



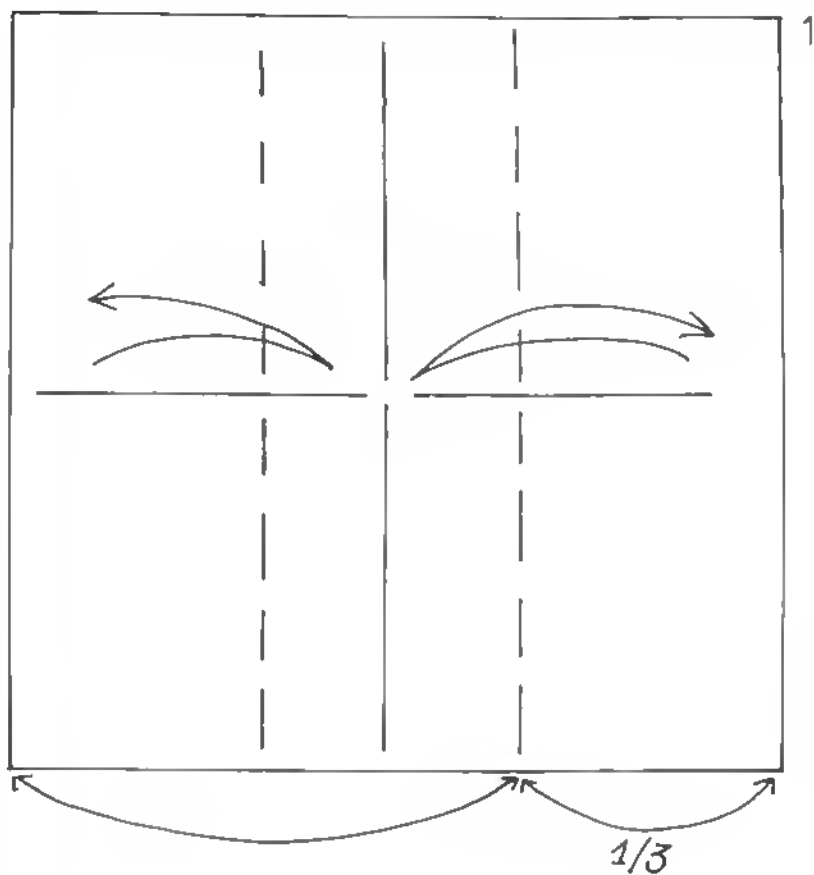
A questo punto il modello è finito, ma per chi voglia continuare, per dare un effetto più realistico, può continuare seguendo i diagrammi della pagina seguente.



Schiacciare un po' il dorso e la testa
per dare tridimensionalità, poi
piegare la coda e sollevarla un poco

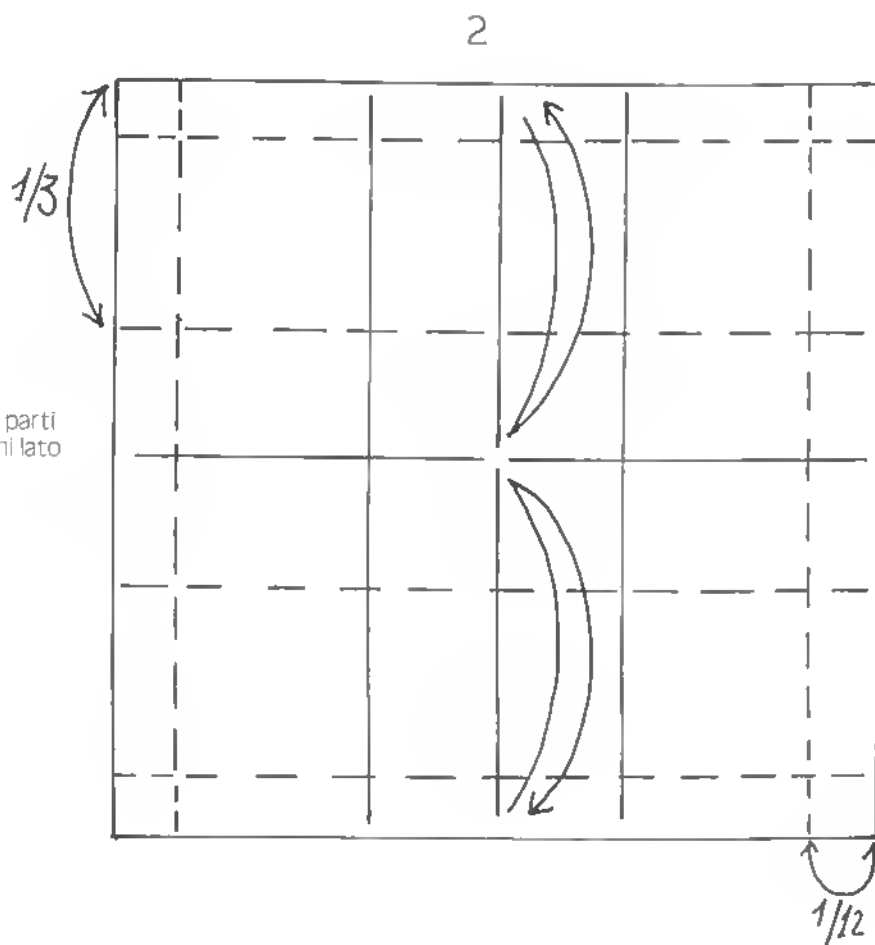


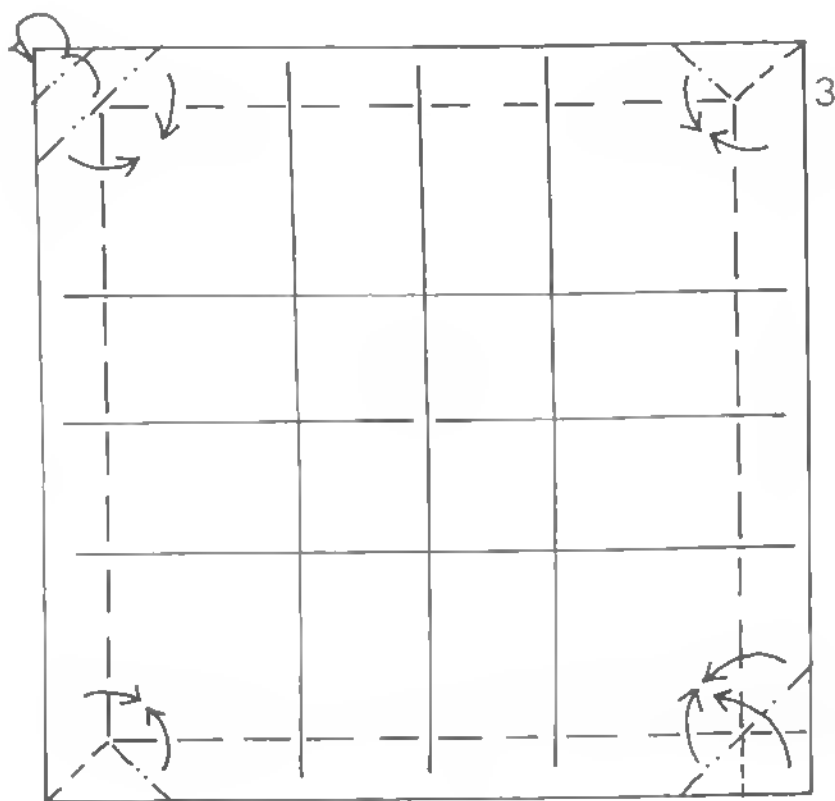
IL MERLO



Iniziare con un foglio giallo da un lato e nero dall'altro, e di almeno 40 cm di lato, così da avere un modello di proporzioni abbastanza grandi

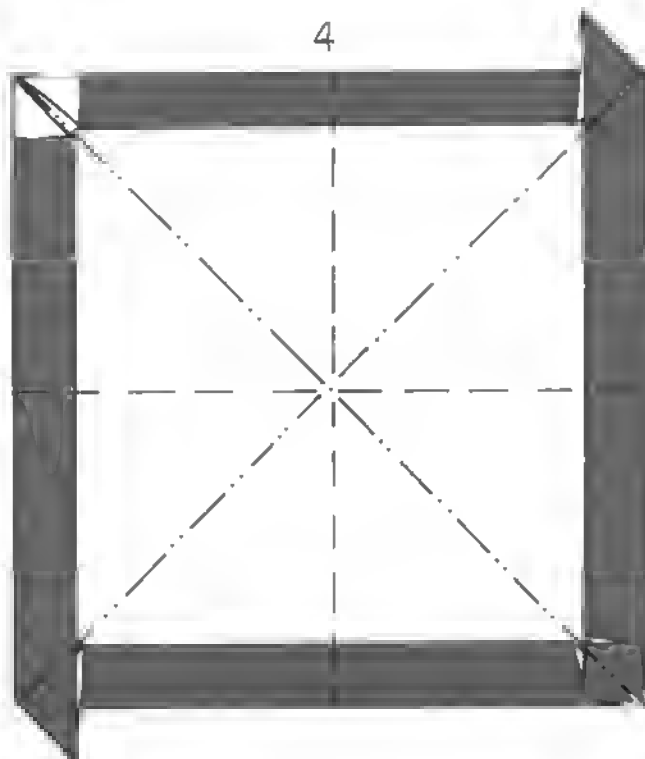
Dividere il foglio in nove parti poi piegare a valle $\frac{1}{12}$ da ogni lato

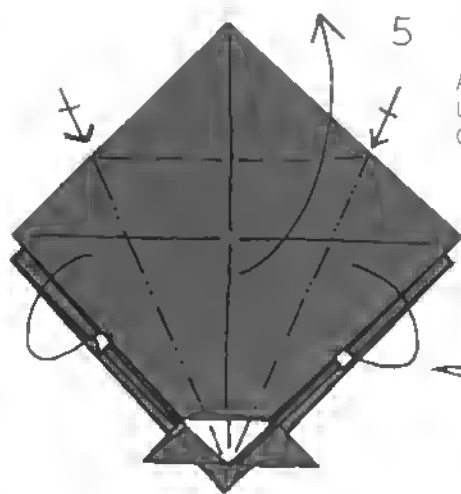




Piegare come segnato
nel diagramma

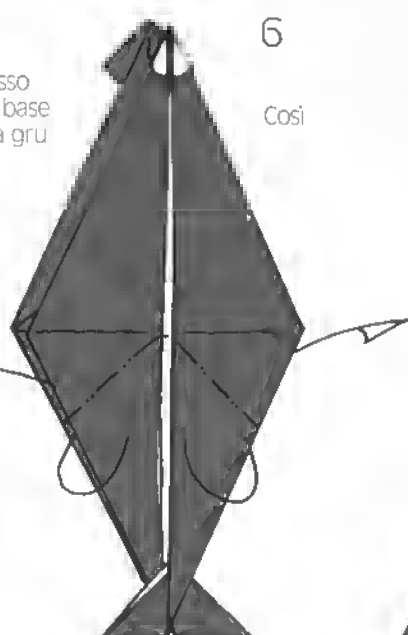
Formare adesso
una base preliminare





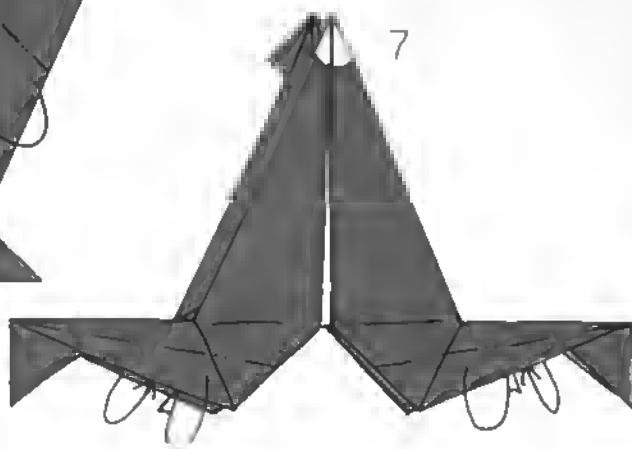
5

Adesso
una base
della gru

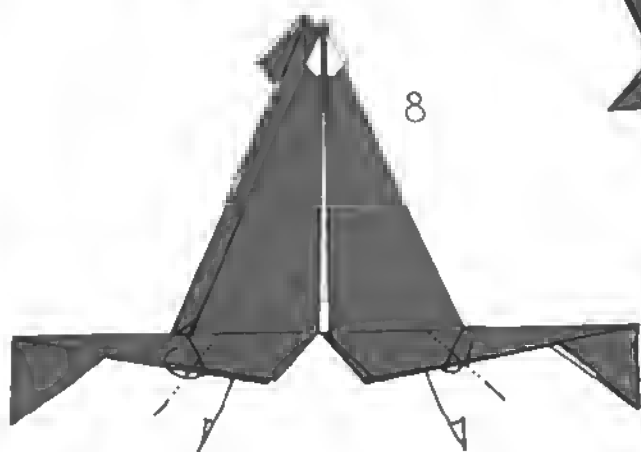


6

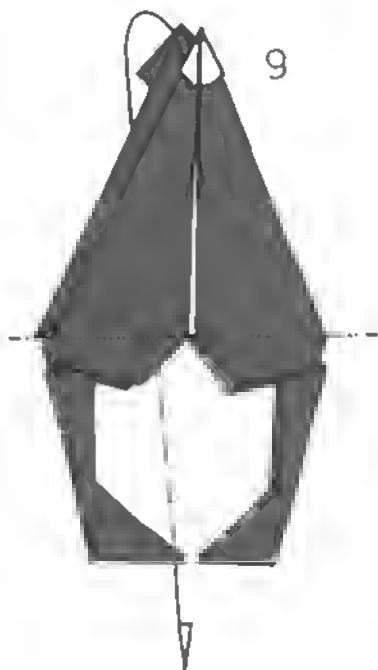
Così



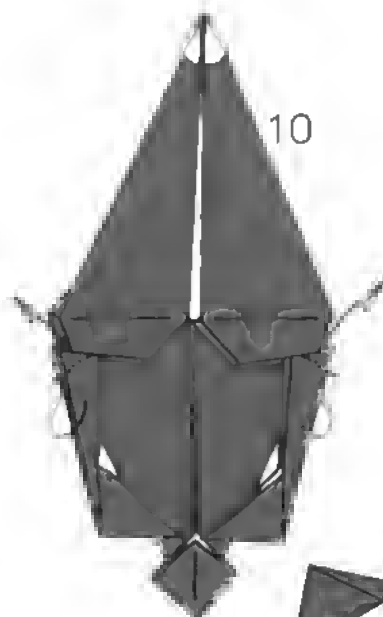
7



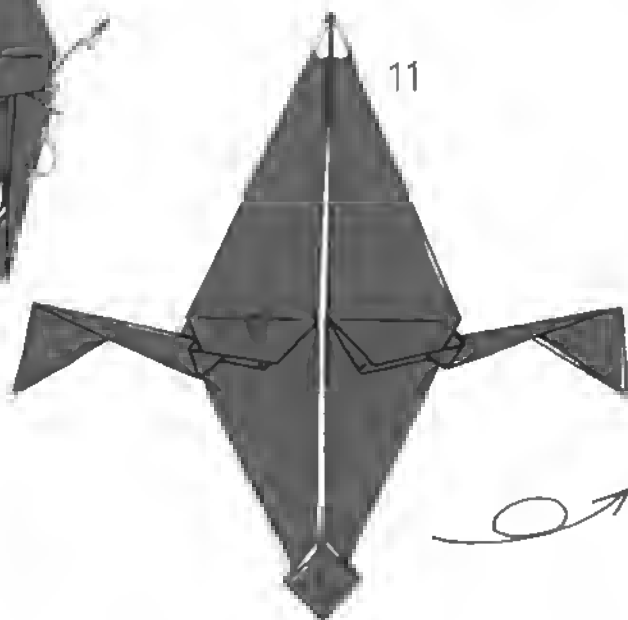
8



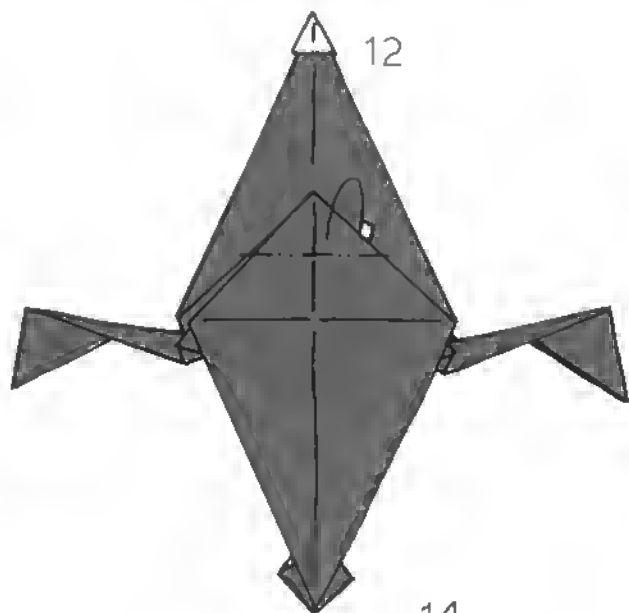
9



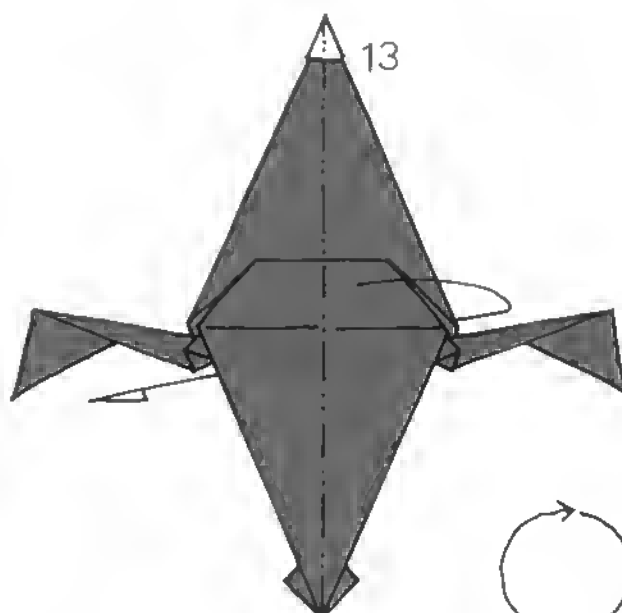
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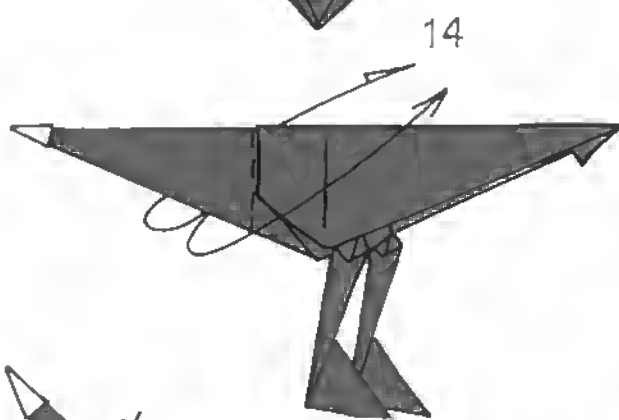
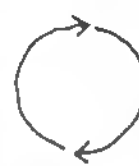
11



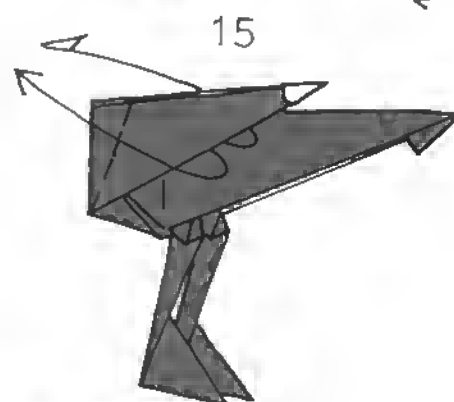
12



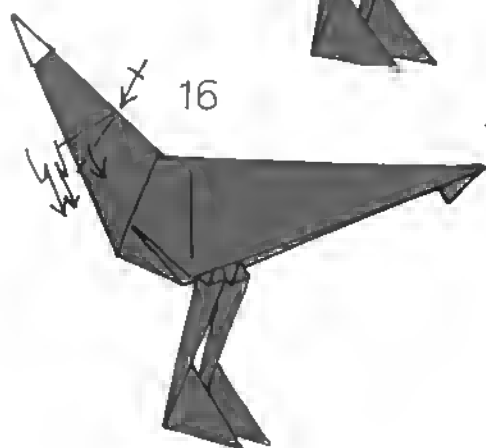
13



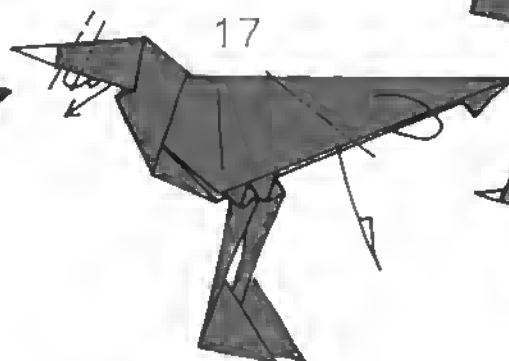
14



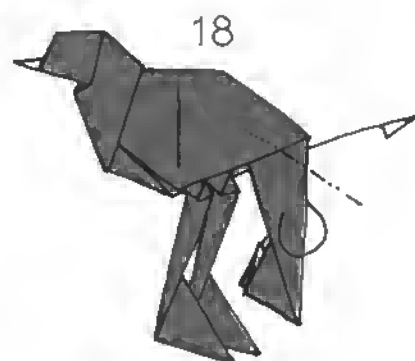
15



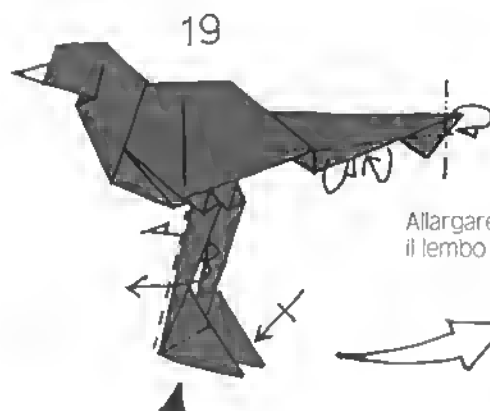
16



17



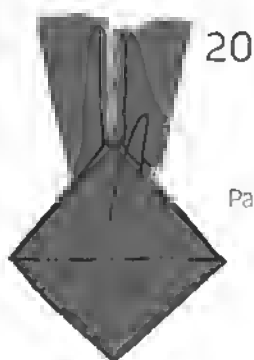
18



19

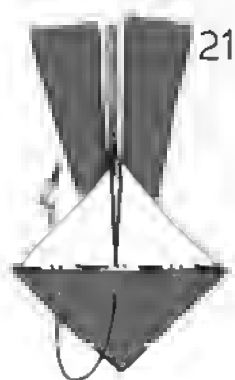
Allargare le zampe e schiacciare
il lembo di carta alla base



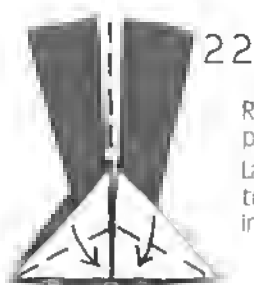


20

Particolare delle zampe

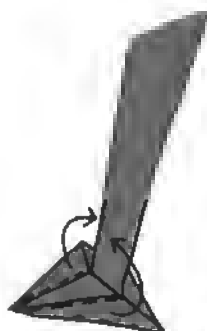


21

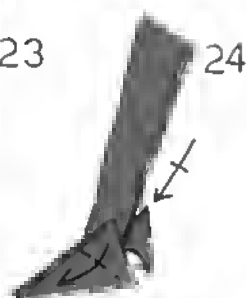


22

Richiudere la zampa piegando come segnato
La punta che adesso si trova dietro, si porterà in posizione orizzontale



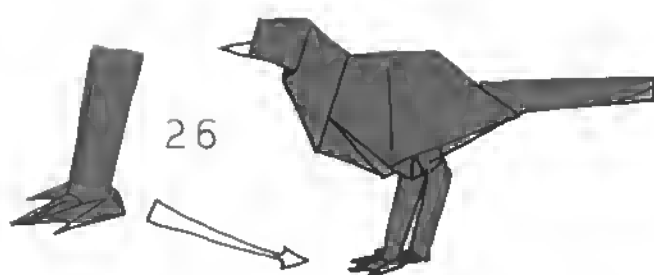
23



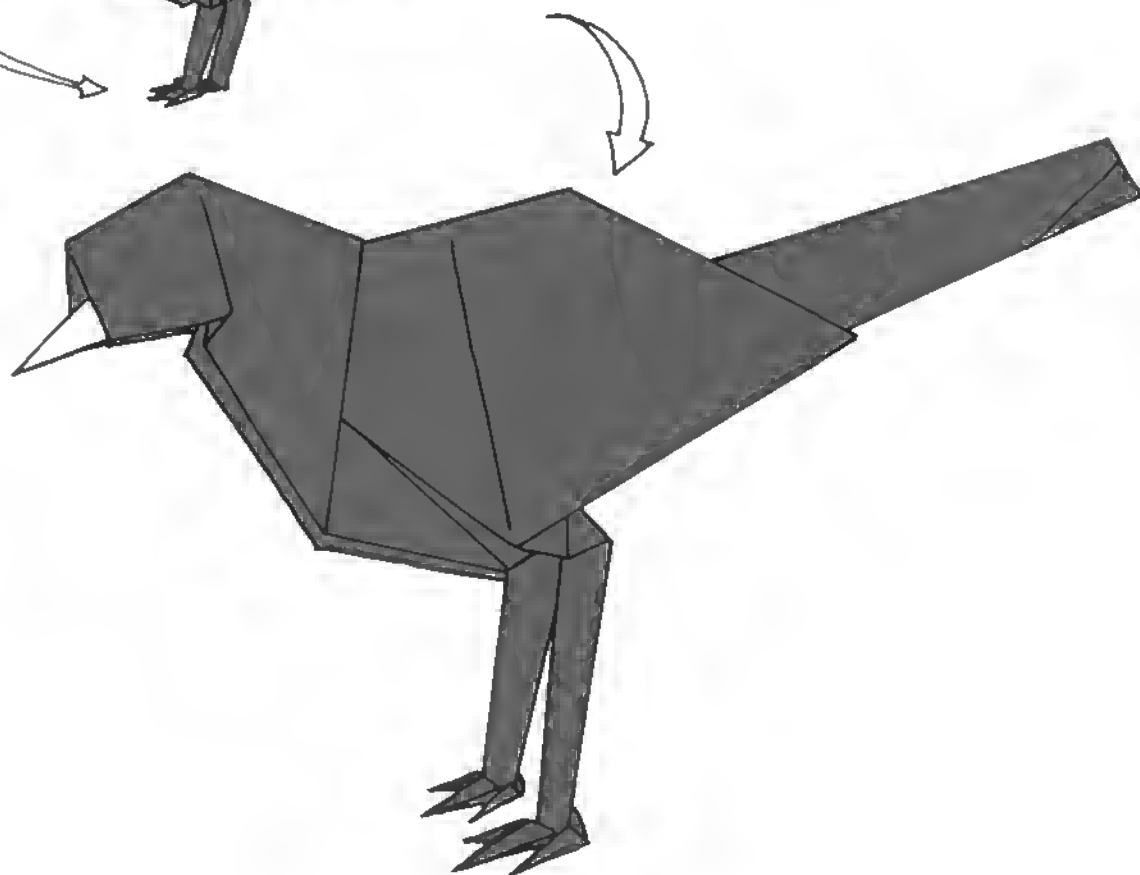
24



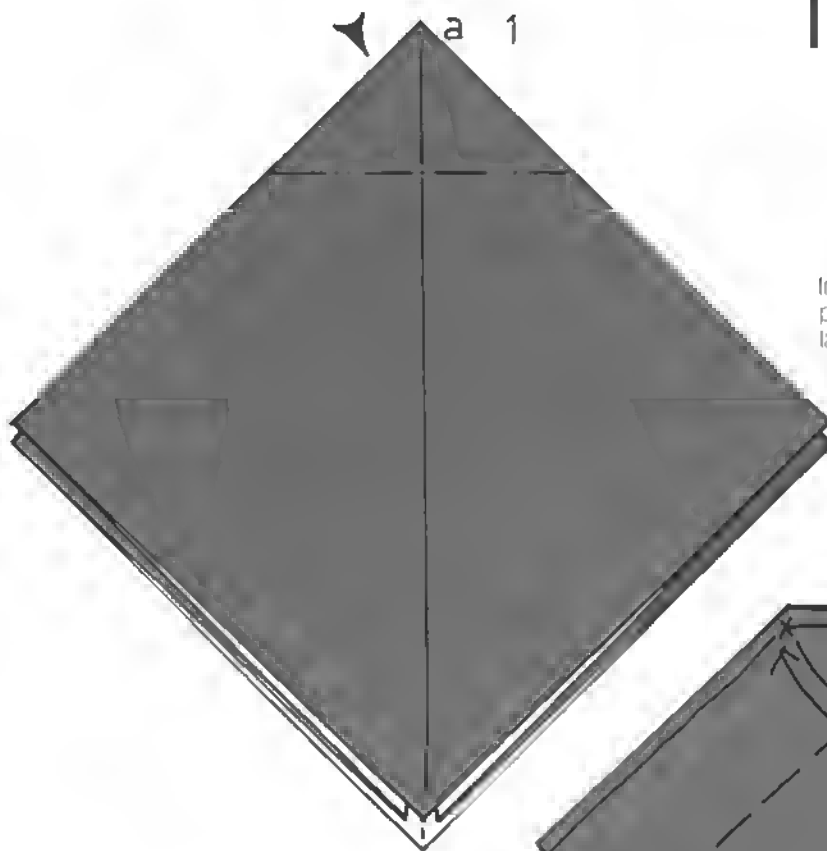
25



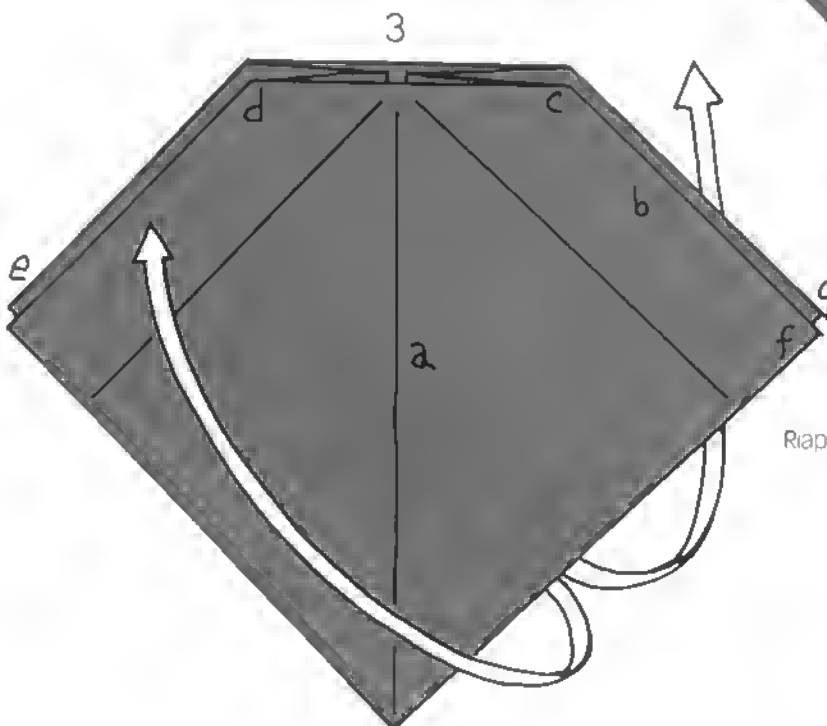
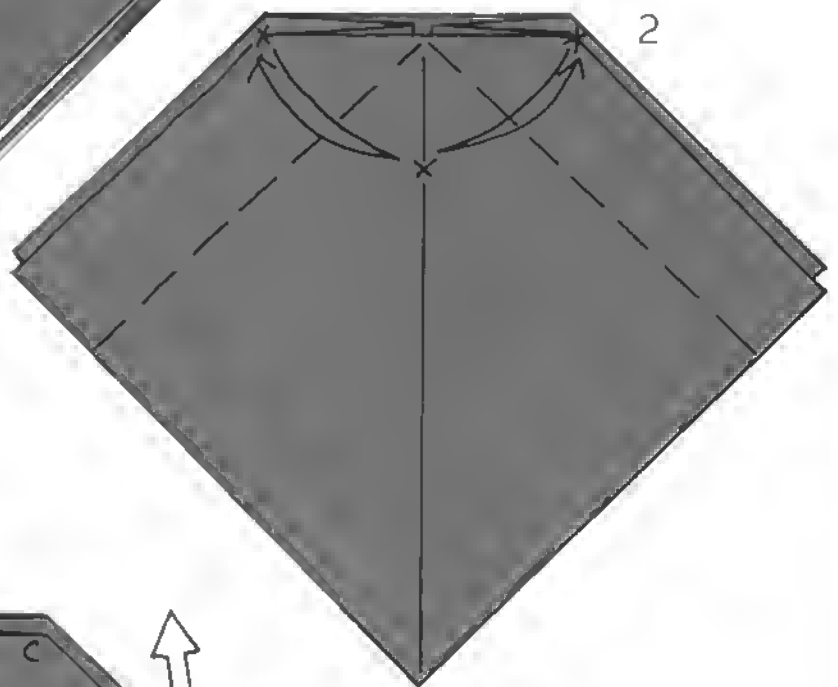
26



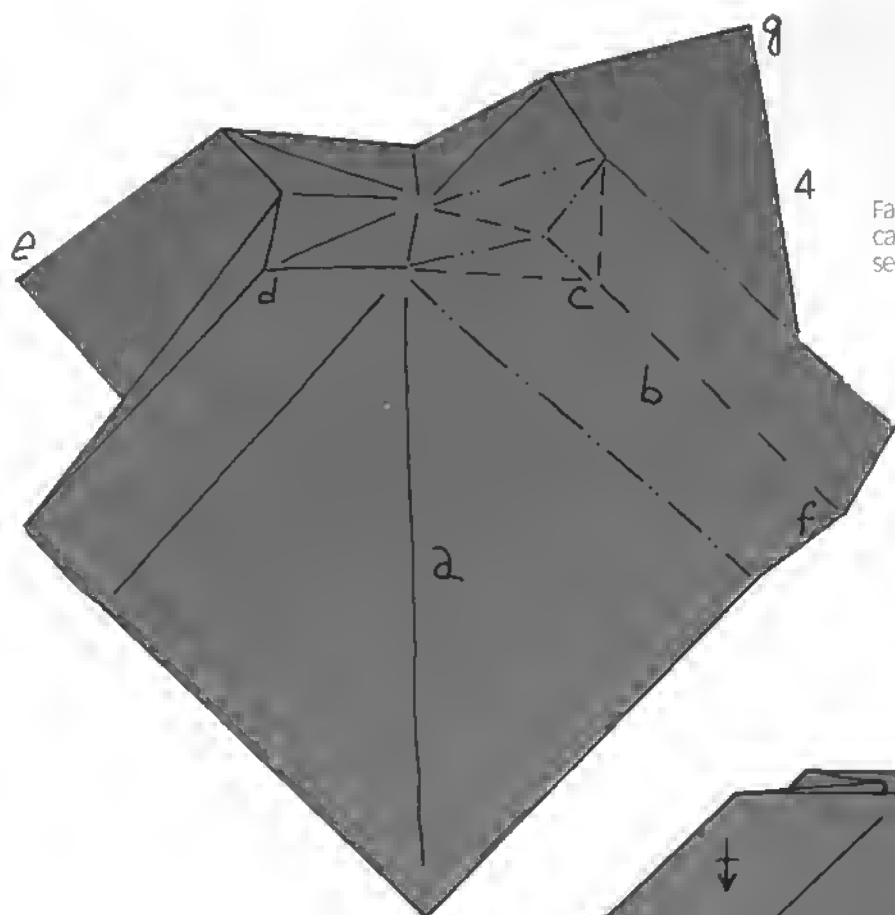
IL PIPISTRELLO 1



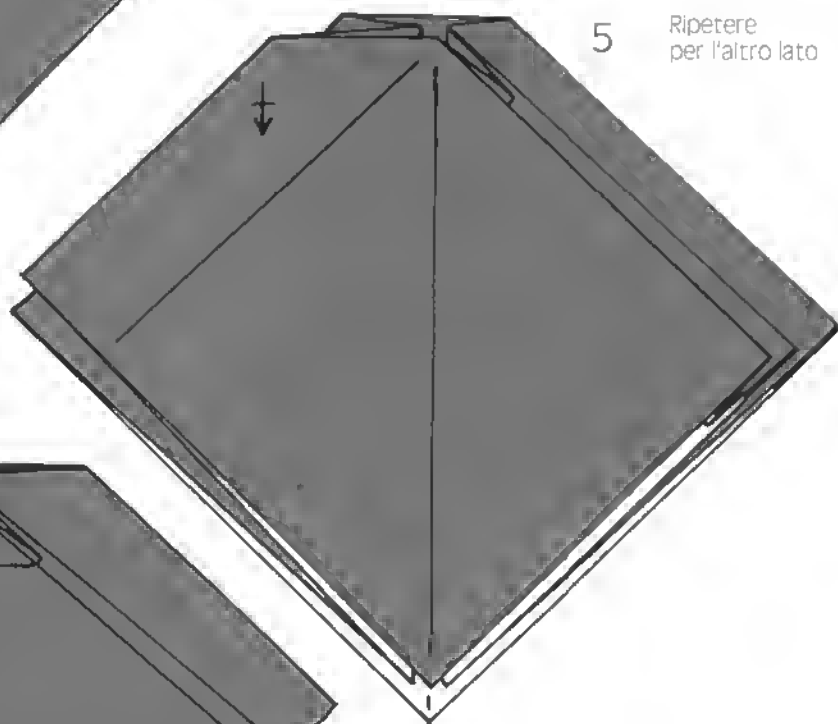
Iniziare con una base
preliminare, far rientrare
la punta (a) di circa 1/5



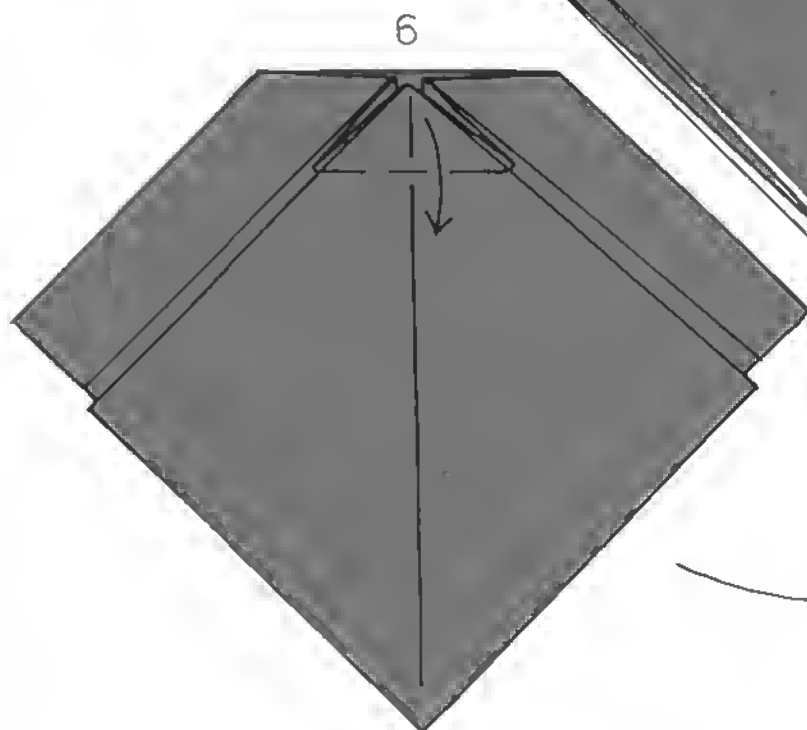
Riaprire parzialmente



Far rientrare (b) e richiudere cambiando le pieghe come segnato nel diagramma

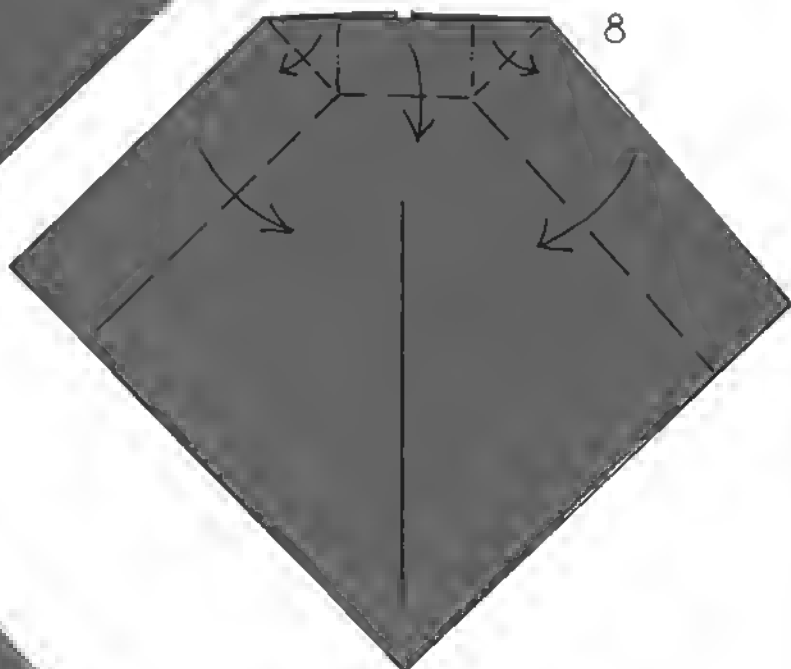


5 Ripetere per l'altro lato

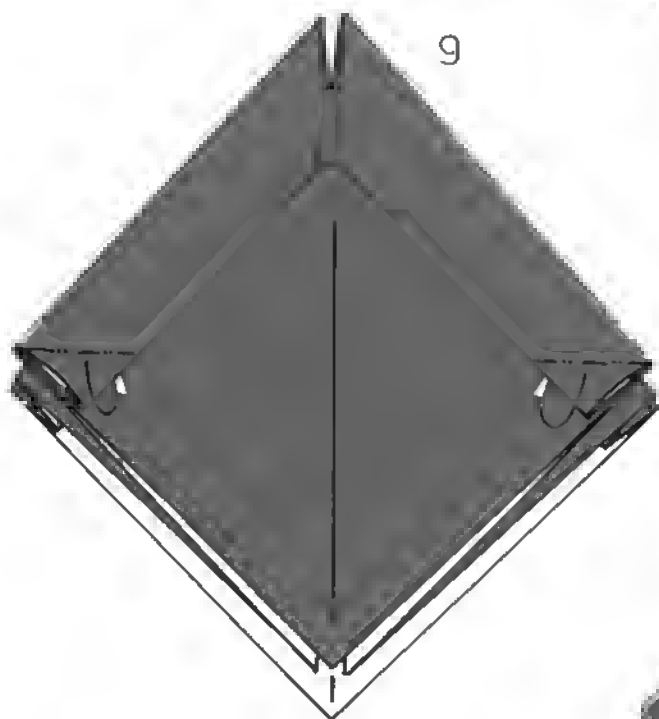




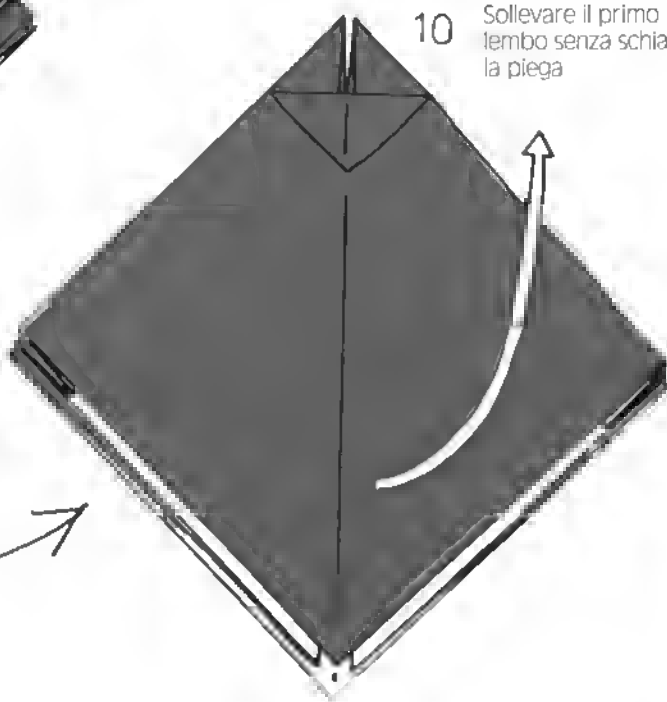
7



8

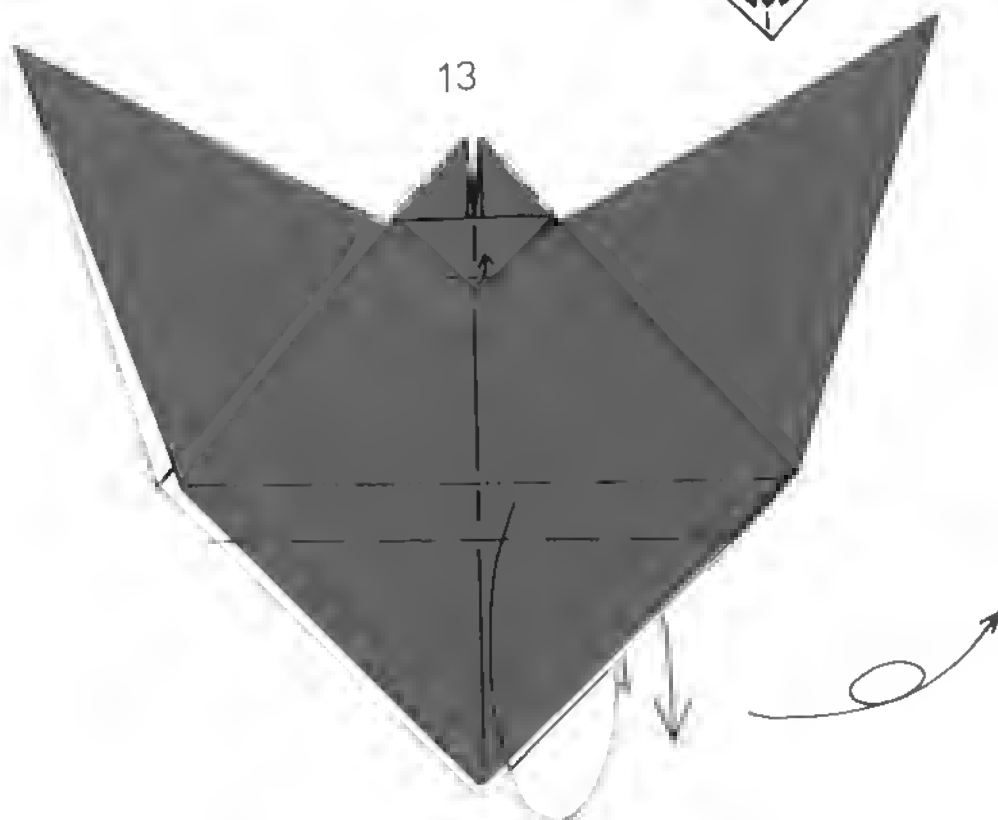
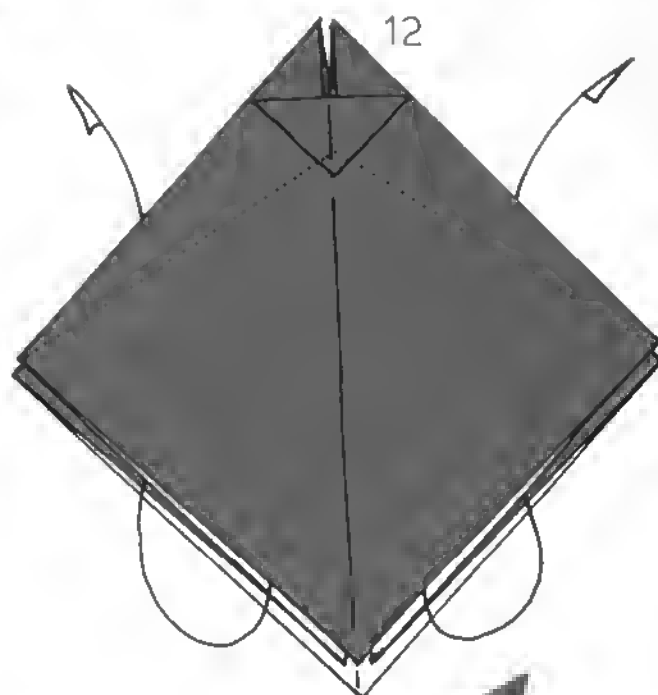
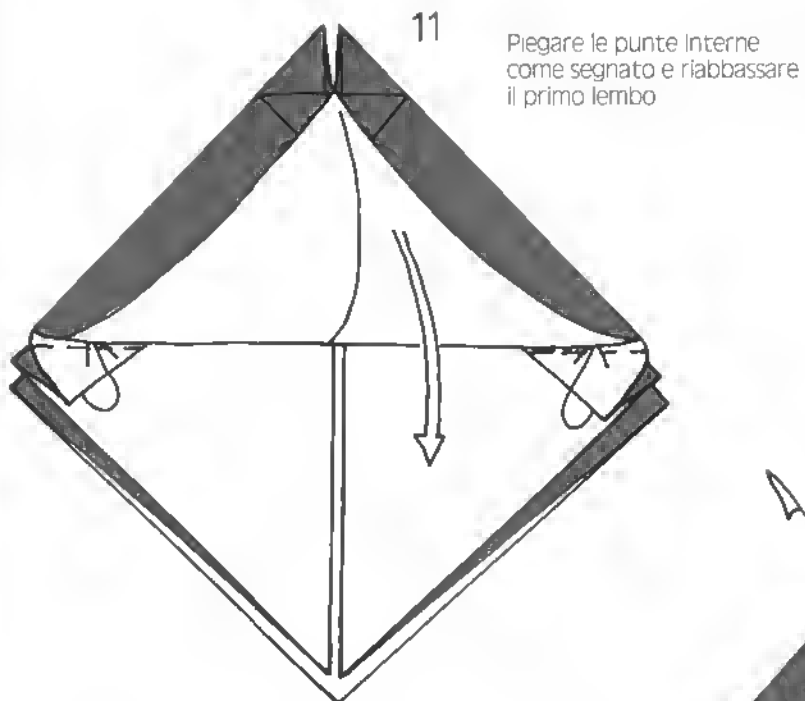


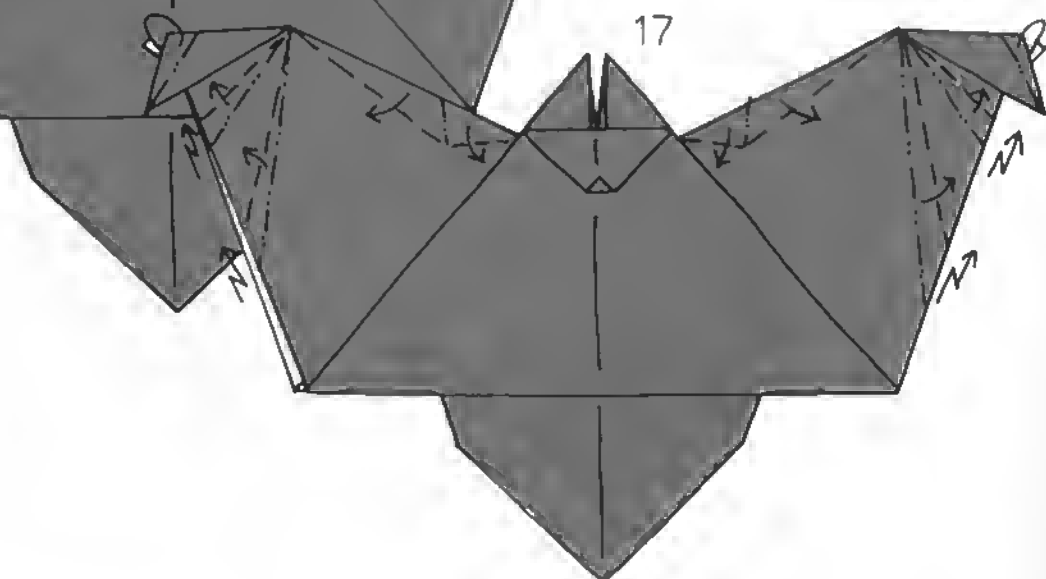
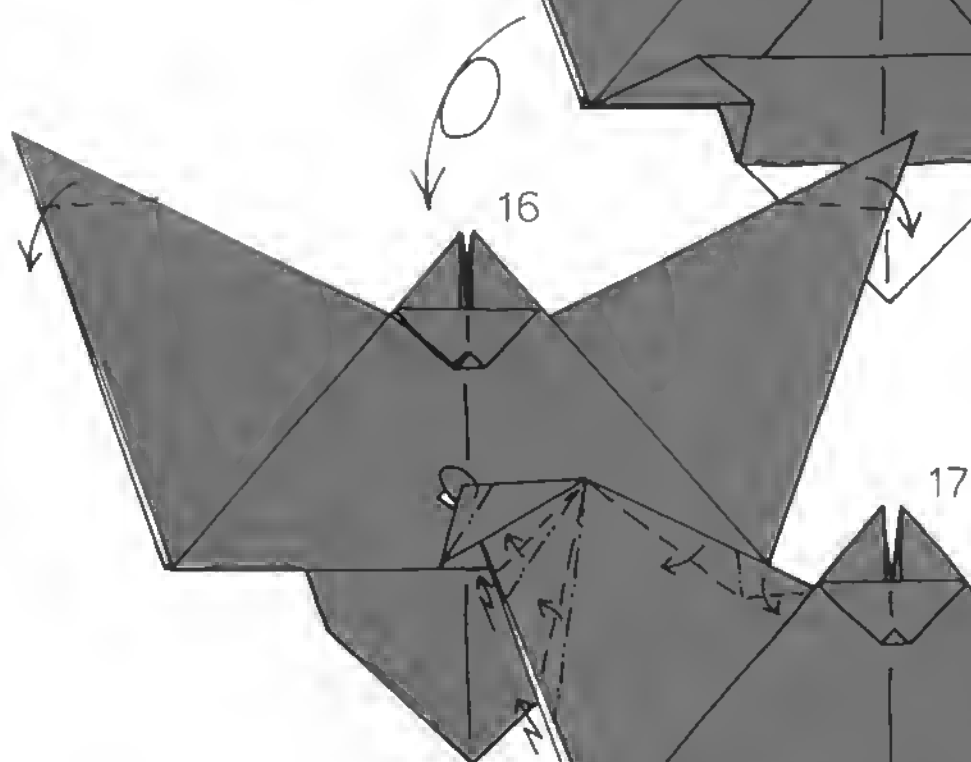
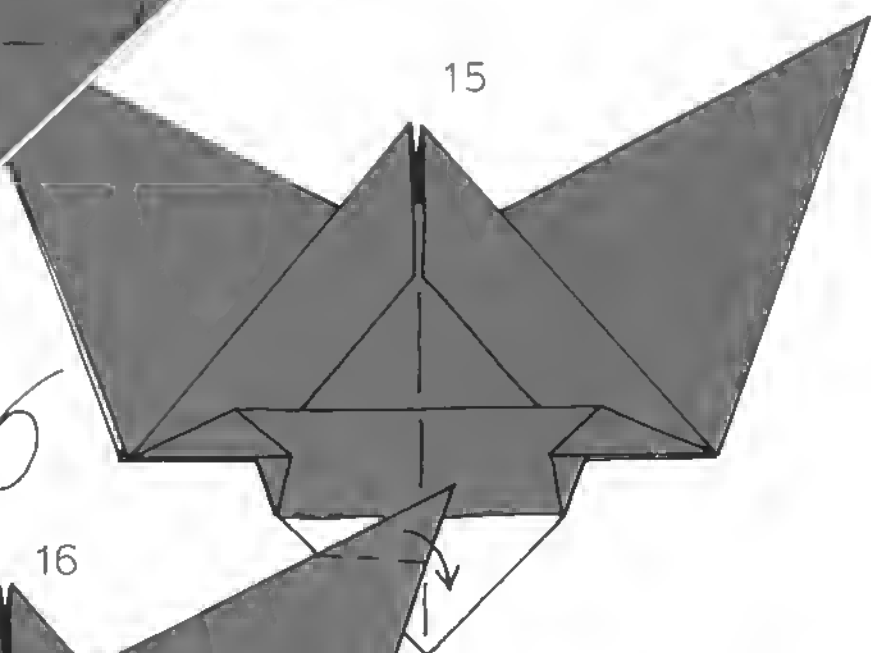
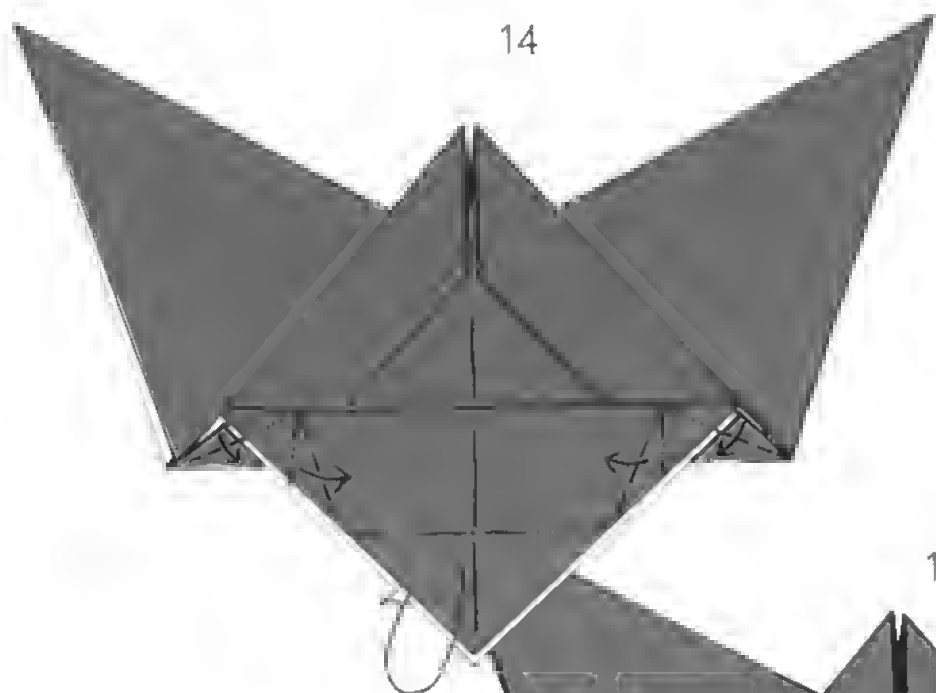
9

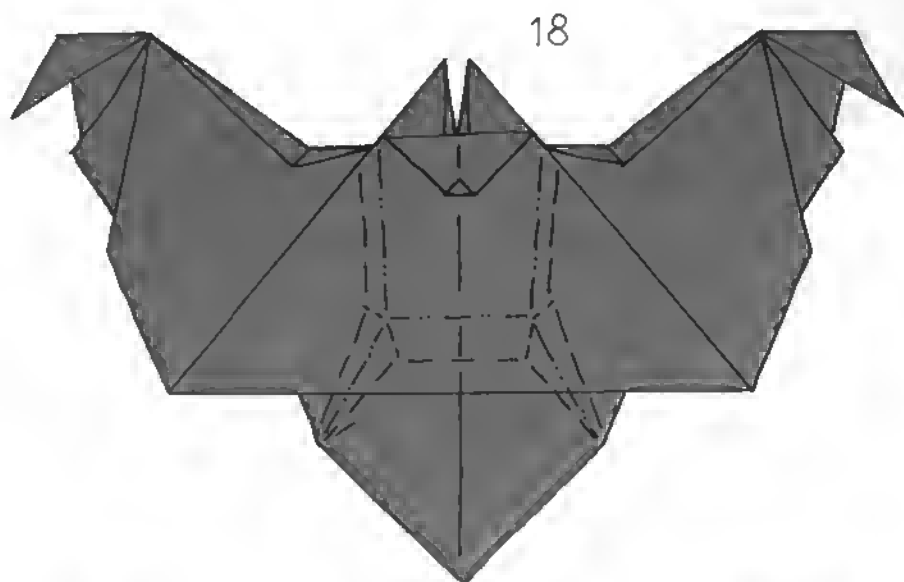


10

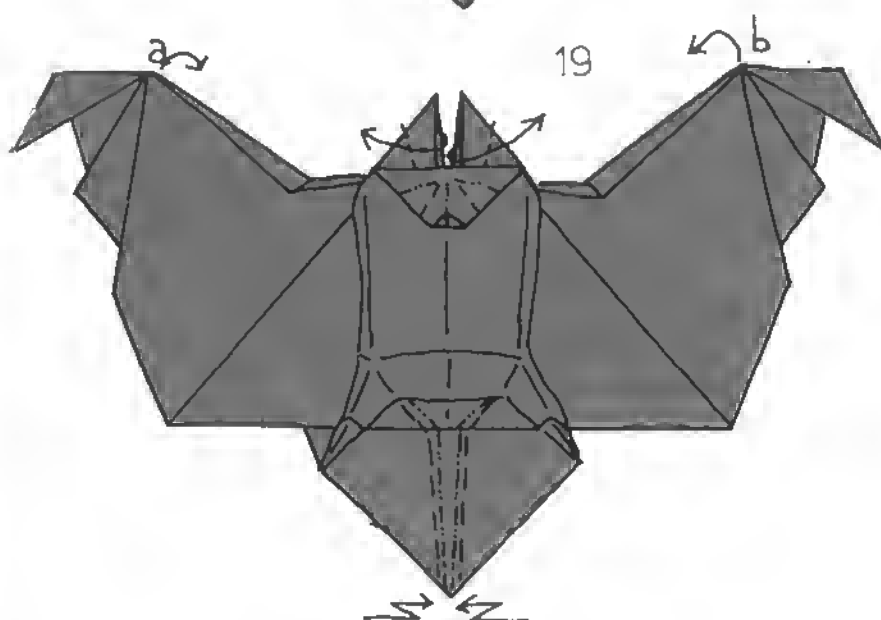
Sollevare il primo
tembo senza schiacciare
la piega



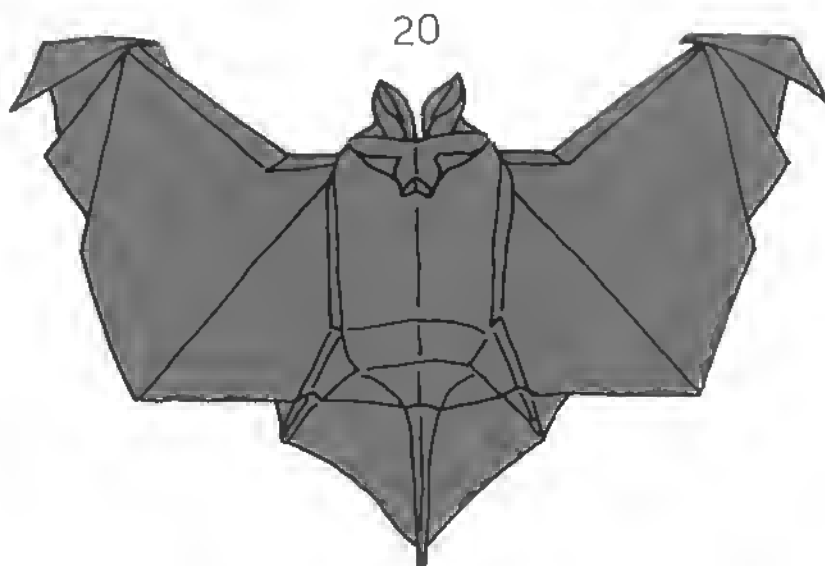




Modellare il corpo
come segnato nel
diagramma

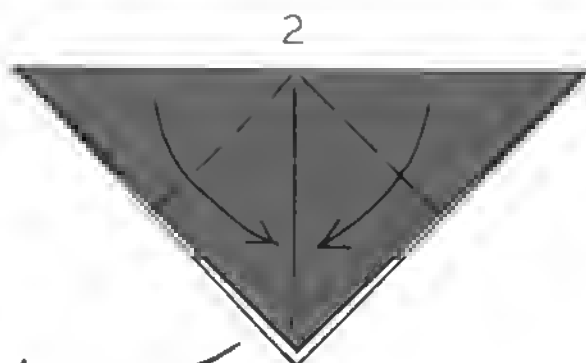
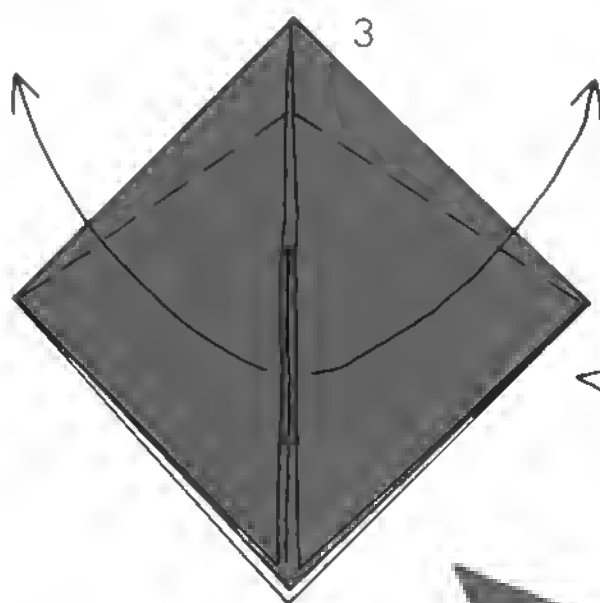
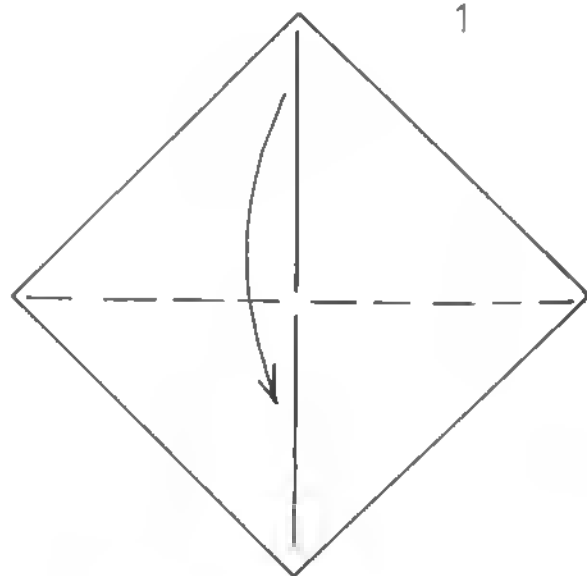


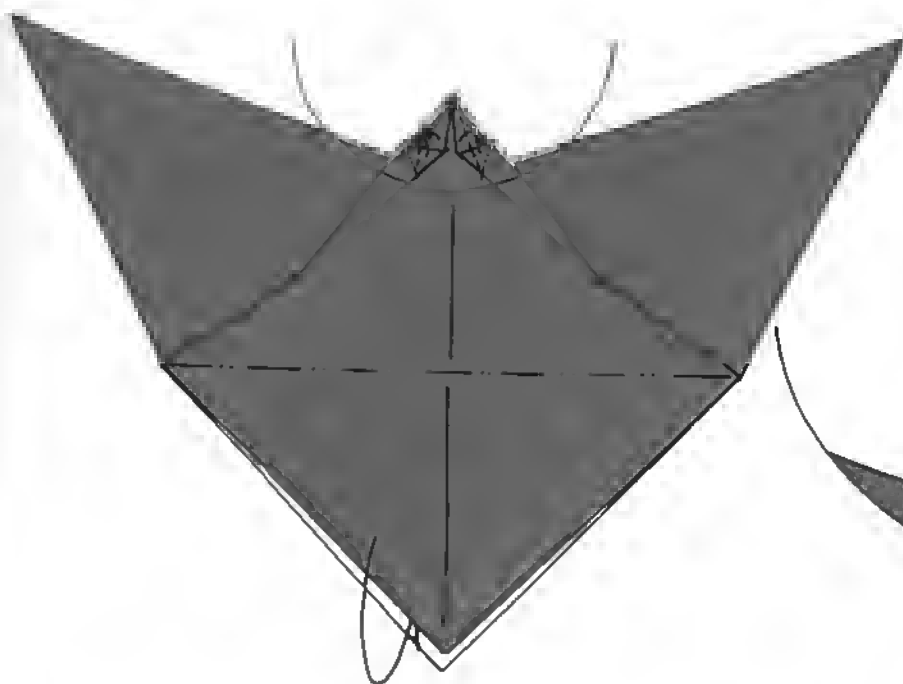
Pizzicare e curvare
verso l'interno (a) e (b),
poi modellare la testa,
le orecchie, aprendole, ed
infine piegare la
coda



IL PIPISTRELLO 2

Questo modello si avvale dello stesso principio creativo del modello precedente, ma è più semplice, anche se nella parte finale, presenta le stesse difficoltà di modellazione.

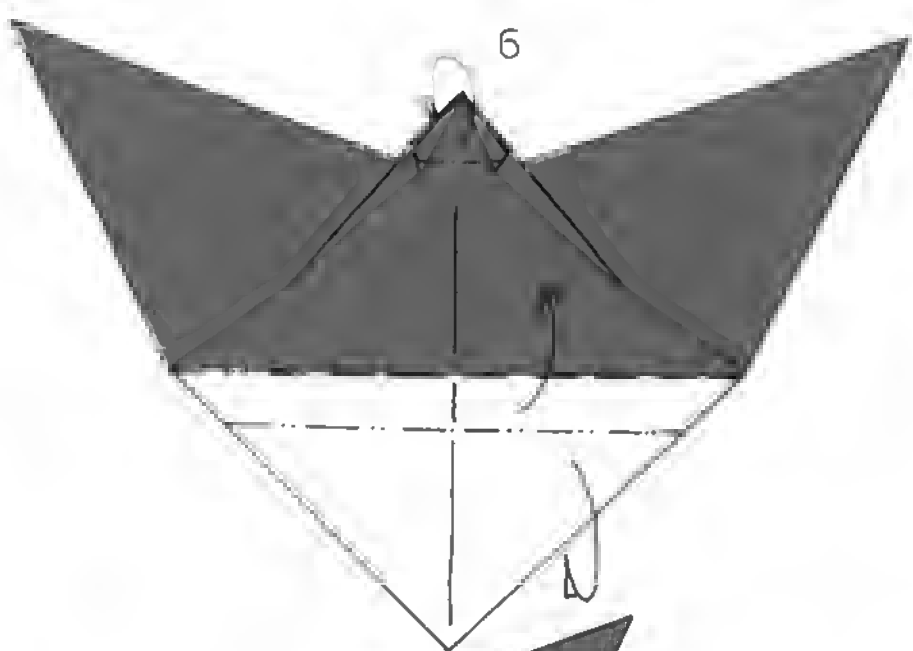




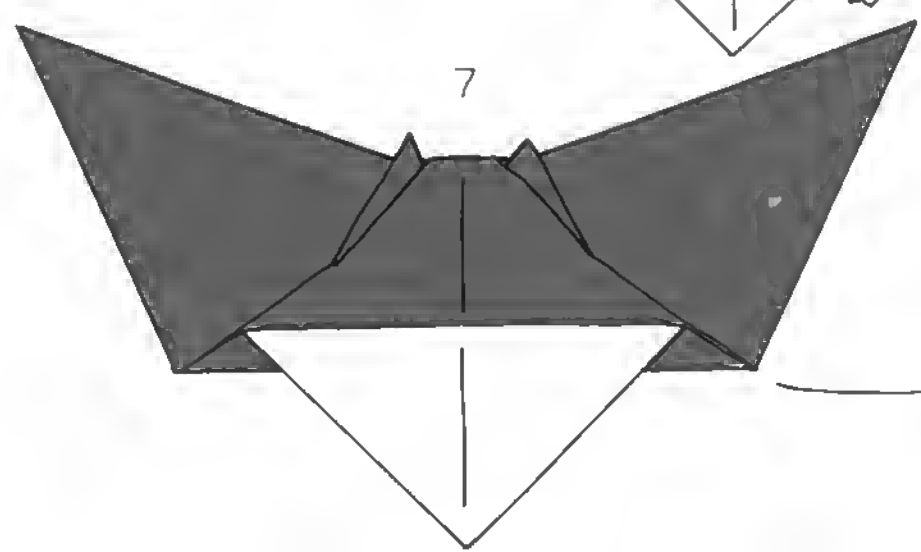
5

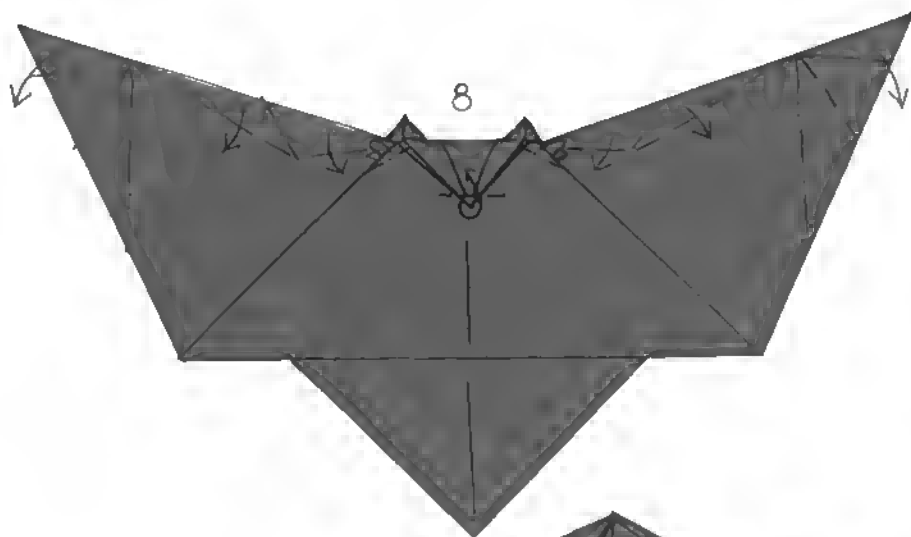


6

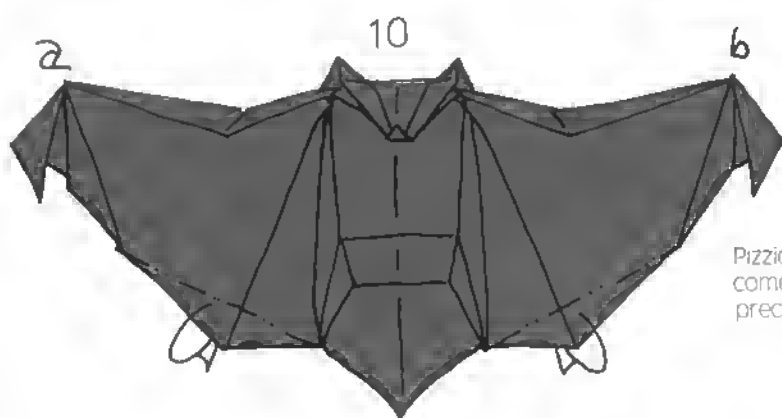
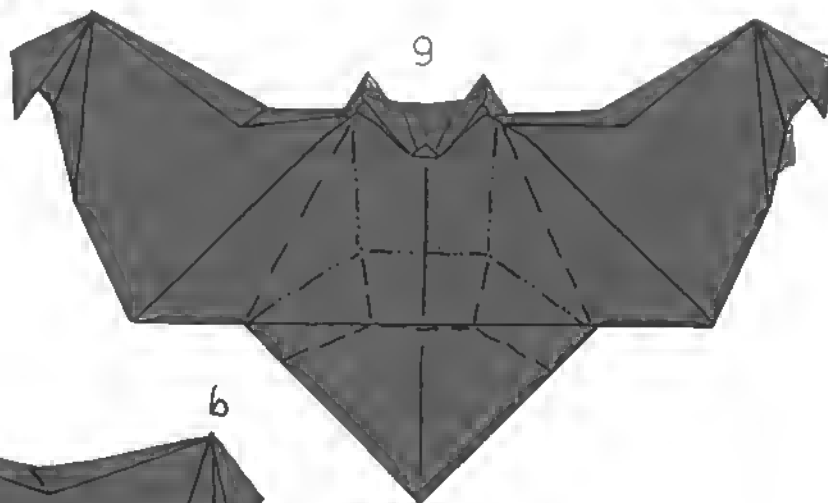


7

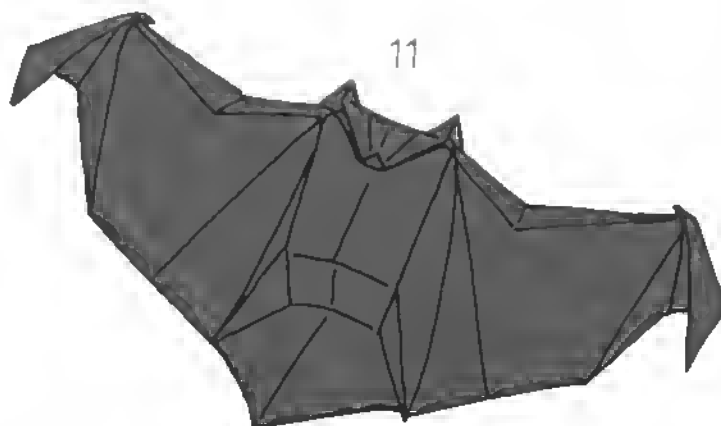




Modellare il corpo
come segnato



Pizzicare (a) e (b)
come nel modello
precedente





Nella cerchia degli origamisti, Alfredo Giunta è noto come un "virtuoso della carta": nelle mostre di modelli, i suoi spiccano sempre per il realismo e l'incredibile numero di dettagli che riesce a ricavare anche in modelli di minime dimensioni. Chi ha sperimentato la croce e delizia delle innumerevoli piegature del suo precedente libro "Gli insetti", troverà qui una riposante serie di piccoli animali, relativamente semplici da piegare, ma non per questo meno efficaci.